WORLD SOCCER

Winning Eleven 8

INTERNATIONAL™

EVERYONE

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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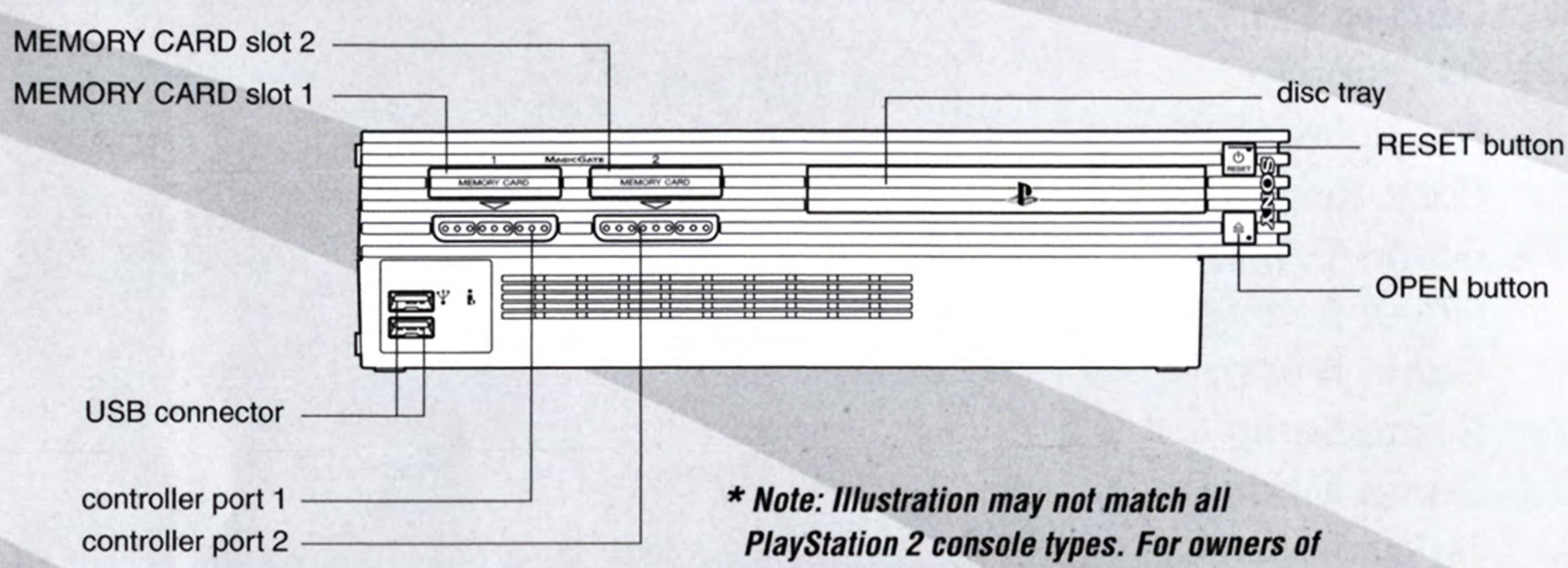
GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Winning Eleven 8 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Quick Start

Select this option when you want to start a match quickly. You can skip the environment and player settings and proceed straight to the action.

P1 Quick Start

Start a player-versus-computer match.

P2 Quick Start

Start a player-versus-player match.

Starting a Match

The steps are the same for 1-Player Quick Start and 2-Player Quick Start.

1. Team Select Choose the teams for the match.

2. Strip Select Choose the kit for the teams.

3. Setup Choose settings for the match. Apart from the entrance scene option, these settings can be changed during play.

Formation Settings Choose your formation, players, and strategy.
Entrance Scene Choose whether or not to view the opening scenes.
Player Settings Select controller and change cursor settings.
Button Configuration Change button assignments on your controller.
Sound Settings Change the sound settings.

4. Match Start Select this once you are ready to start the match.

Starting Up

Select this option to quickly and easily choose a formation. Select "Formation Settings" from the Setup screen or the Pause menu and choose "Quick Setting". Selecting an option from this screen will automatically set the formation to one of the following types.

Balanced

The team balances attacking and defensive play.

Defense Only

The team focuses on defensive play. Useful when you want to avoid conceding goals.

All Attack

The team favors attacking play over defense. A good option for when you are behind or in any other situation where you really need a goal.

Counter Attack

The team will focus on scoring off defense using counterattacks. Effective when you are up against a tough opponent.

Side Attack

The team focuses on attacks down the wings. A good choice for formations featuring players out wide.

Center Attack

The team attacks through the center of the defense. Effective when the opponent is relatively weak up the middle.

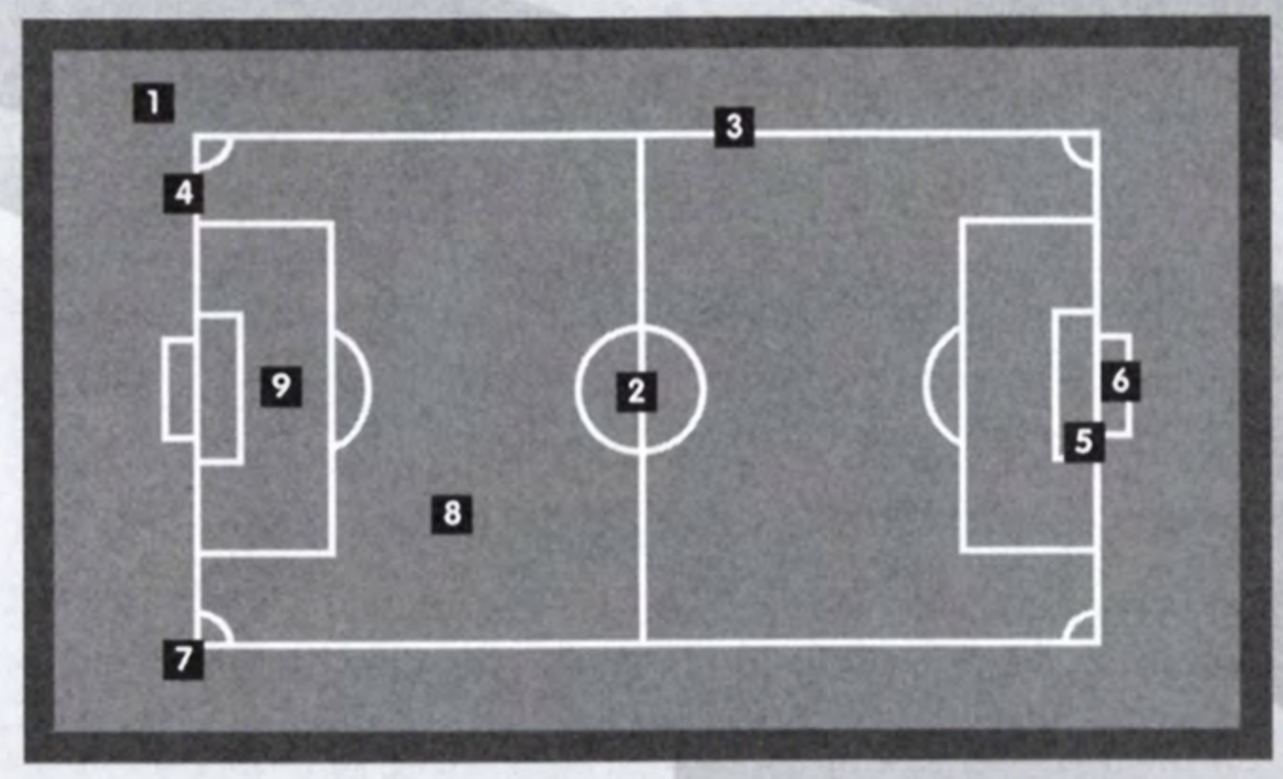
Forwards Pressure

The team's forwards play aggressively up field in an attempt to win the ball from the defense. A quick attack after winning the ball offers a good chance for a goal.

The Rules of Play

Rules are the same as in the real game of soccer.

Field Terminology



1. **Field (the pitch and surrounding area)**
2. **Center circle**
3. **Touch line**
4. **Goal line (End line)**
5. **Goal area**
6. **Goal**
7. **Corner area**
8. **Pitch**
9. **Penalty area**

Match Time

The playing time for each match can be set to 5, 10, 15, 20, 25 or 30 minutes. Match times can be changed in the General Settings in each game mode.

Extra Time

Golden goal/silver goal extra time and penalty shootouts are available depending on the Game Mode. It is possible to enable/disable extra time, golden goal/silver goal extra time, and penalty shootouts for Exhibition Matches.

Extra Time Rules

Golden Goal: The team that scores first in extra time is the winner, no matter how much time remains.

Silver Goal: Play continues to the end of each 15-minute half (first or second half). If one team has more goals at the end of the half, they are declared the winner and the game ends.

Yellow Cards and Red Cards

Upon committing a foul, a player may be shown a yellow or red card by the referee. If a player is shown a red card, he must immediately leave the game. If a player is shown two yellow cards in the same match, he automatically receives a red card and is sent off. Players who receive a certain number of yellow cards over the course of a tournament, or a red card, must sit out the next match.

Basic Rules

Offside

If, at the moment a pass is made, the receiving teammate is upfield of the ball and has less than two opposing players between himself and the opponent's goal line, that player is declared offside. A free kick is then awarded to the defending team.

Maximum number of substitutions

For Exhibition matches, you can select from three to seven substitute players for a match. For Cup matches and League matches, the maximum number of players that you can change will be three. In the Master League, you may have three substitutes for regular matches, but for pre-season matches, the maximum is seven.

Out of Play

"Out of play" refers to times when the game is stopped for corner kicks, free kicks, goal kicks and penalty kicks.

Injuries

You can change the settings so that players can be injured when they are tackled. Players can suffer both light and heavy injuries, indicated by the yellow or red cross icons that appear on the screen. Lightly injured players can continue to play, but their performance will be considerably hampered. Heavily injured players are no longer capable of playing and must immediately leave the pitch. In League matches, Cup matches, and the Master League, injuries require a number of matches before they heal. A player who has recently recovered from a light or heavy injury is marked with the "recovering icon". The performance of recovering players is less restricted than that of lightly injured players.

Light Injury

Heavy Injury

Recovering

Forfeited Game

If the number of players on a team falls below seven before or during a match, the match is declared forfeit and the team officially loses by a score of 0-3.

Basic Rules

Attack! Basic Attacking Controls

DUALSHOCK®2 Analog Controller

L2 button/**Strategy**

L1 button/**Switch between players**

Directional button/**Move**

Left analog stick/**Move**

Mode indicator/**ANALOG mode button**

START button/**Pause**

R2 button/**Special Controls**

R1 button/**Dash**

△ button/**Through ball**

○ button/**Cross/Long pass**

✕ button/**Short pass**

□ button/**Shoot**

Right analog stick + R3 button/**Manual pass**

*The R3 button is pressed by pushing down on the right analog stick.

The basic function of each button is the same for the analog controller.

Dribbling

Dribble: Press the directional button when the ball is at your feet.

Jump: When an opponent executes a sliding tackle, press the R2 button.

Stop the Ball (1): Release the directional button and press the R1 button to stop the ball's movement when dribbling.

Stop the Ball (2): Release the directional button and press the R2 button to have the player stop the ball with his body positioned between the ball and the opponent's goal.

Maintain ball control: When the ball is at your feet, hold down the R2 button and move in the desired direction.

Send Ball Forwards

When the player has stopped with the ball at his feet, press the L1 button and R1 button together.

Changing Pace while Dribbling

Dash Dribble: Press the R1 button while dribbling.

Extend Time Between Ball Touches

While pressing the R1 button during a dribble, press the directional button two or three times. Or, you can repeatedly press the R1 button while dribbling.

High-speed dribble: Press the R2 button while dribbling. This technique is slower than the dash dribble, but allows for better ball control.

Slow Dribble: Release the directional button while dribbling to have the player dribble slowly.

Game Controls | Attacking

Passing

Short Passes

Short pass
Press the ⊗ button to make a short pass, using the directional button to aim. Holding down the ⊗ button while aiming with the directional button sends the pass to a more distant player.

Heel pass
Push the directional button in the opposite direction than the player is facing and then press the ⊗ button to have him execute a heel pass.

Direct short pass
Press the ⊗ button immediately before trapping the ball to execute a direct short pass in the direction the directional button is being held.

Long Passes

Long pass
Press the ◉ button to send a pass in the direction that the directional button is being held. The length of the pass depends on the length of time the ◉ button is held.

Quick long pass
Press the ◉ button just before trapping the ball to make a long pass, using the directional button to aim. You can increase the distance of the pass by holding down the ◉ button longer.

Change sides
Send a long pass to the opposite wing by holding the directional button in the desired direction and pressing the ◉ button. The length of the pass depends on the length of time the ◉ button is held.

Through Balls

Through ball
Press the △ button to send a through ball through the defense, using the directional button to aim the pass. By holding down the △ button and aiming with the directional button, you can send the pass to a player farther away.

Direct through ball
Press the △ button immediately before trapping the ball to send a through ball in the direction that the directional button is being pressed.

Fly Thru pass
While holding the L1 button, press the △ button to send a chipped through ball in the direction that the directional button is being pressed.

One-Two Passes

One-two pass
Hold down the L1 button and press the ⊗ button to make a short pass, pressing the △ button immediately before your teammate receives the ball to execute a return pass.

One-two pass in the air
Press the ⊗ button while holding down the L1 button to execute a short pass, and then press the ◉ button immediately before the player traps the ball to execute a return pass.

Pass and go
Press the R2 button immediately after passing the ball to make the player who passed the ball sprint forward.

Manual Passes

Manual pass
Push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

Manual long pass:
While holding down the L1 button, push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

Game Controls | Attacking

Crosses

Far Side Cross

When the player with the ball is deep in the opponent's half, press the ◉ button while aiming with the directional button to send a pass to the far wing. When there are two or more players in the direction of the pass, the ball will be crossed to the farthest player.

Short Cross

When the player with the ball is deep in the opponent's half, press the ◉ button twice while aiming with the directional button. When there are two or more players in the direction of the pass, the ball will be sent to the nearest player.

Cross along the Ground

When the player with the ball is deep in the opponent's half, press the ◉ button three times while aiming with the directional button.

High Ball

Press the R2 button while making a cross to loft the ball high into the air.

Early Cross

Press the ◉ button together with the L1 button and directional button to cross the ball from any position, not just when in the opponent's half.

Shooting

Shoot

Press the ▣ button to shoot at the goal. Holding down the button increases the height of the shot. You can also change the angle of the shot by using the directional button when the gauge is displayed.

Direct Shot

If you time it right and press the ▣ button just before trapping the ball, you can, depending on the circumstances, fire a header or volley at the goal.

Chip Shots

Chip Shot

You can chip a shot over the keeper's head by holding down the L1 button and pressing the ▣ button.

Chip Shot 2

You can kick a low chip shot by pressing the ▣ button and then pressing the R1 button while the gauge is displayed.

Feints

Step over dummy 1: Press the right analog stick twice in the direction of movement.
Step over dummy 2: Press the L1 button twice.
Step over dummy 3: Press the R2 button twice.
Kick feint 1: Press the right analog stick twice in the direction of movement.
Kick feint 2: Press the ▣ button, and while the gauge is being displayed, press the ✕ button to execute a kick feint. For best results, press the ▣ and ✕ buttons at nearly the same time.
Kick feint 3: Press the ◉ button, and while the gauge is being displayed, press the ✕ button.
Kick feint 4: Go through the motions for a cross, and just before the ball is kicked, press the ✕ button.

Body Feint 1

Quickly press the directional button in both diagonal directions immediately to the left and right of the direction of the run.

Body Feint 2

When stopped with the ball, quickly tap the directional button twice to the player with the ball's left or right side.

Through feint

Just before the ball is trapped, press and hold the R1 button without pressing the directional buttons to step over the ball and allow it to continue to another player.

Special Techniques

Marseilles Turn

Rotate the right analog stick while dribbling. The direction you rotate the right analog stick determines the direction of the turn.

Lift the Ball

Push the right analog stick down and then up.

Game Controls | Defending

Defend! Basic Defense Controls

DUALSHOCK®2 Analog Controller

L2 button/ **Strategy**

L1 button/**Switch between players**

Directional button/ **Player Movement**

Left analog stick/ **Player Movement**

Mode indicator/ **ANALOG mode button**

START button/ **Pause**

R2 button/**Special Controls**

R1 button/**Dash**

△ button (hold down)/ **Goalkeeper Charge**

○ button/ **Sliding tackle**

✕ button/ **Apply pressure**

□ button (hold down)/ **Clearance/Pressure 2**

Button assignments for the analog controller are the same as above.

Defense

Pressure

Applying pressure

Press the ✕ button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for a tackle. Use this together with the R1 button to dash towards the ball.

Pressure 2: Press the □ button when an opponent is in possession of the ball to have the teammate closest to the ball (not counting the player you are controlling) pressure the player with the ball.

Sliding tackle

Sliding tackle: Use the directional button when an opponent is in possession of the ball to move closer to the ball, and then press the ○ button to execute a sliding tackle.

Clearance

Clearance

When the ball is in your own half, press the □ button to clear the ball. The direction the ball is cleared varies depending on the circumstances.

Game Controls | Defending

Goalkeeper

Moving the goalkeeper out of the goalmouth: Press the △ button when an opposing player has possession of the ball to make the goalkeeper sprint towards the ball.

Moving the Keeper

Hold down the △ button and press the L1 button to have the player cursor appear over the keeper. You can then use the directional button to move the keeper. (This is only available when the "GK Cursor" setting is activated.)

Feeds

Drop Kick

Press the ○ button or □ button to boot a drop kick up field.
Use the directional button to aim the kick.

Throw

When the keeper is holding the ball, press the ✕ button to throw it to a teammate, using the directional button to aim.

Drop the Ball

Dropping the Ball

When the keeper is holding the ball, press the R1 button to have him drop it at his feet.

Common Controls Attack/Defense

Dash

Press the R1 button while running.

Super Cancel

Press the R1 and R2 buttons while a player is chasing after the ball to force the player to stop.

When ball is in the air

When the ball is in the air, press the R2 button + the directional button to control the player.

Game Controls | Defending

Change Player

Press the L1 button to switch the player cursor to the player closest to the ball.

Switching between players: Press the L1 button.

Activate/cancel strategies (when in Manual Mode)
L2 button + ◯ button: Activate/cancel strategies set for the ◯ button.
L2 button + ✕ button: Activate/cancel strategies set for the ✕ button.
L2 button + △ button: Activate/cancel strategies set for the △ button.
L2 button + □ button: Activate/cancel strategies set for the □ button.

Activate/cancel strategies (when in Semi-Auto Mode): Press the L2 button.

Attack/Defense Level

Press the L2 button and R1 button together to increase attack-mindedness.
Press the L2 button and R2 button together to increase defense-mindedness.

ANALOG mode button
Activates/deactivates the left and right analog sticks.

Mode Indicator
The controller defaults to Analog mode (mode indicator:red) on boot up. (Vibration function is not used.)

Controls for Fixed Cursor Setting

Calling for the Ball
When a teammate has the ball, press the R2 button to call for a pass. The more you press the button, the stronger your appeal.

Moving the Player Camera
When your player is not carrying the ball, you can press and hold the L1 button to move the camera around the pitch with the directional button. You can select player camera by spending the WEN you have acquired at the WE Shop.

Note: Please see the Controls section of the Training Mode to review the control system.

Game Controls

Set-Pieces

Corners

Taking a Corner

Press the ◉ button to kick a corner. Hold the ◉ button down to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low Cross: Up directional button or R1 button + ◉ button
High Cross: R2 button + ◉ button
Along the Ground: Down directional button + ◉ button
Curl: Left or right directional button + ◉ button

Short Corner

Press the ⊗ button when taking a corner to send a short pass to the nearest teammate.

Free Kicks (Passing)

Short Pass

Choose a direction with the directional button then press the ⊗ button to make a short pass.

Long Pass

Choose a direction with the directional button then press the ◉ button to make a long pass. Hold the ◉ button down to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low Ball: Up directional button or R1 button + ◉ button
High Ball: R2 button + ◉ button
Along the Ground: Down directional button + ◉ button
Curl: Left or right directional button + ◉ button

You can also add movement to the ball after pressing the ◉ button by pushing the right analog stick to the left or right.

Through Ball

Press the △ button when taking a free kick to send a ball through the defense. Use the directional button to aim the pass.

Free Kicks (Shooting)

Shooting

Press the ▣ button to take a shot. The height of the shot can be adjusted depending on the length of the gauge. Also, the path of the ball can be controlled with the following commands.

Hard shot: Up directional button + ▣ button
Weak shot: Down directional button + ▣ button
Slightly hard shot: R1 button + ▣ button
Slightly weak shot: R2 button + ▣ button
Bend the shot: Push left or right directional button

You can also add movement to the ball after pressing the ◉ button by pushing the right analog stick to the left or right.

Game Controls

Set-Pieces

Free Kicks with Two Players

Changing number of kickers

When the Name Panel is showing over the player icon, you choose whether to have one or two players stand close to the ball by pressing the SELECT button. You can position the second kicker, who is closest to the ball, to the right or left of the ball.

Using the second kicker

Hold down L1 button while passing or shooting to have the second kicker perform the action.

Rolling the ball forward with the second kicker

Press the R3 button to have the second kicker roll the ball forward. Distance depends on the length of time the button is held. The first kicker, who is the kicker farthest from the ball, will run towards the ball.

Free kick wall

Free kick wall

When the opposing team is executing a free kick (just as the kicker is approaching the ball), press and hold the following buttons to control the players in the defensive wall.

Controls

■ button: Everyone jumps.
✕ button: No one jumps.
● button: One or two players break from the wall. Those that remain in the wall jump.
● button + ✕ button: One or two players break from the wall. Those that remain in the wall do not jump.

No buttons pressed: Some players jump and some do not jump.

Free Kick Keeper Controls

Moving Towards the Wall

When the opposing team is taking a free kick, hold down the ▲ button to have your keeper move towards his own defensive wall.

Game Controls

Set-Pieces

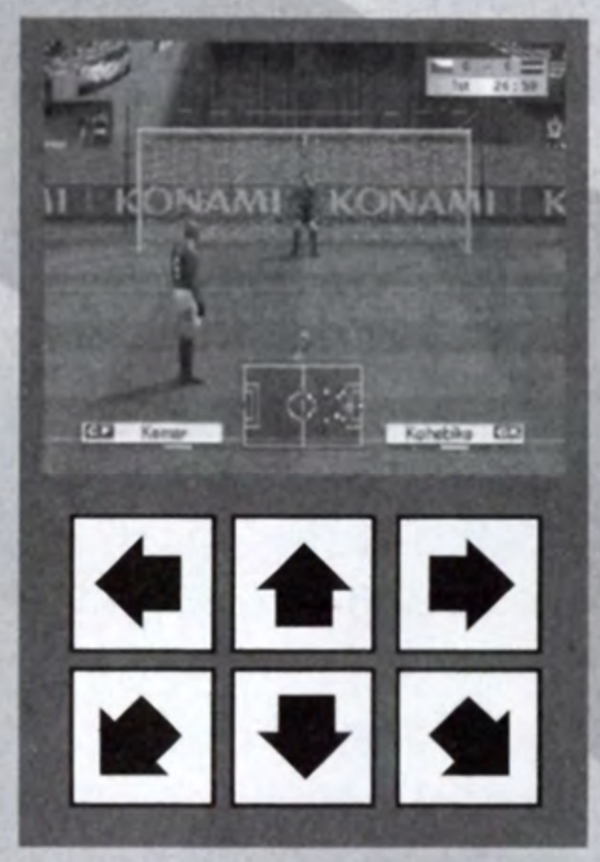
Throw-Ins

Short Throw-In
Press the ⊗ button from a throw-in position to pass to the nearest teammate in the direction the thrower is facing.

Long Throw-In
Press the ◉ button to make a long throw-in in the direction the thrower is facing.

Lead Throw-In
Press the △ button to pass the ball into space ahead of a teammate.

Penalty Kicks/Penalty Shoot-Outs



Both the kicker and the keeper choose one of six different directions.

Using the directional button
Press down and left or right at the same time on the directional button to shoot or dive towards the lower left or lower right.

Kicker: Press the ▣ button to kick the ball in the direction the directional button is being held.
Goalkeeper: Try to guess the location of the shot before it is kicked and hold down the directional button in the appropriate direction.

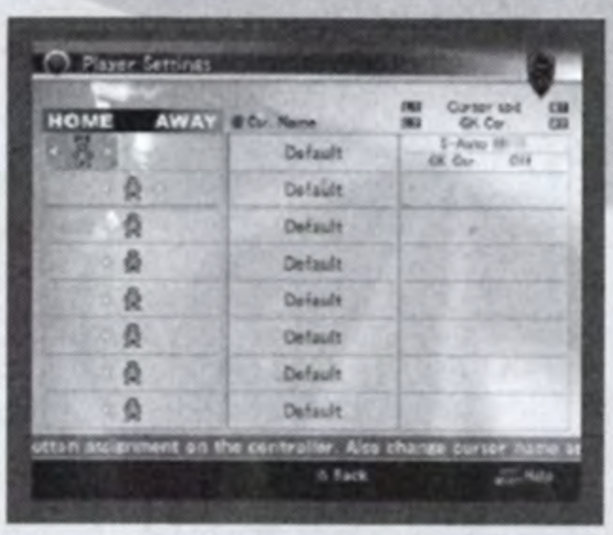
Replays

Play: ◉ button
Play (when paused): directional button ➡
Reverse play (when paused): directional button ⬅
Fast play/Reverse play: right analog stick ➡/right analog stick ⬅
Pause: △ button
Fast forward: ◉ button + directional button ➡
Rewind: ◉ button + directional button ⬅
Advance frame: △ button + directional button ➡
Rewind frame: △ button + directional button ⬅
Beginning of replay: △ button + L2 button
End of replay: ⊗ button + R2 button
Change view: ⊗ button/left analog stick.
Save: ▣ button
Controls display ON/OFF: SELECT button
End replay: START button
Rotate camera: L1/R1 buttons
Switch players: L2/R2 buttons
Zoom in: directional button ⬆
Zoom out: directional button ⬇

Player Settings

When a mode is selected, a Setup Screen is displayed. Use the directional button to select options, the ⊗ button to enter the selection and the △ button to cancel.

Player Selection



1 You play the game.
2 The game is played with computer (COM) support.
3 The actual game is played by the computer, but you set up and execute team formation and strategy. Player settings can be changed before the game starts. Cooperative play is possible in League Mode, but it is not possible for players to compete against each other. The same applies for Cup matches played in 1-player mode. Settings are saved in the Option File. Player Settings for multi-player games in Cup Mode are only valid for the game in progress and cannot be saved.

Cursor Change Speed
Sets how quickly the player cursor displayed above players' heads during matches switches from one player to another.
| **Fixed:** The cursor is fixed on one player.
| **Manual:** The user controls the switching of the cursor.
| **Semi-auto:** There are 8 speeds to choose from, from **| (slow)** to **|||||||| (fast).** The user can also switch manually between players, even in semi-auto mode.

Goalkeeper Cursor
Sets whether or not the player cursor displayed above players' heads during matches can switch to the goalkeeper.
| **ON:** Pressing the △ button and L1 button together will switch the cursor to the goalkeeper during defense.
| **OFF:** The cursor cannot be switched to the goalkeeper.

Cursor Name Display
Set the player cursor name display to "Default", "<1>", "Player Name" or "Load".
Setup steps:
1. Press the ◉ button to enable setting of the cursor display.
2. Press the left/right directional buttons to select the display type.
3. Press the △ button or the ◉ button to finish setting the cursor display.

Default: Display the player's number (1-8).
<1>: Display the name entered under "Cursor Name" in the Options Screen.
Player Name: Display the player's name.
Load: Loads a name stored on a separate memory card (8MB)(for PlayStation®2).
* See "Cursor Name Entry" on page 48 for details on how to enter a name for the cursor.

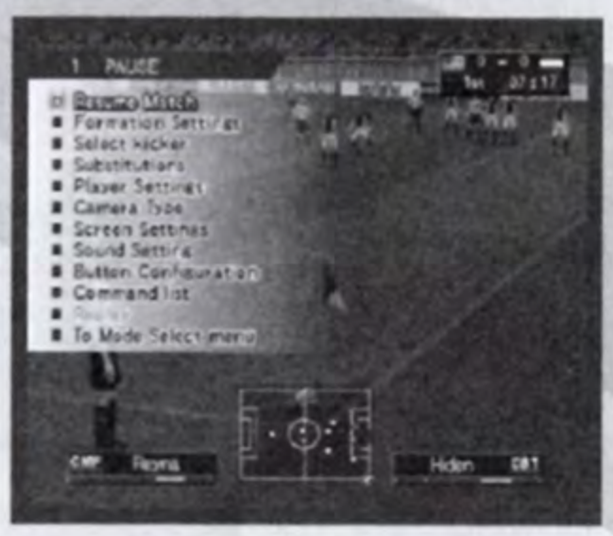
Team Selection

Select the team that is to take part in the match. Use the ⊗ button to enter the selection, the △ button to go back and the ▣ button to select the teams randomly. In Cup Mode and League Mode, the ◉ button resets all teams.

Game Menus

Pause

Pause menu (during match)



Resume Match
End pause and continue the match.
Formation Settings
See Formation Settings section (P. 20).
Stock Current Formation
See the Stock Current Formation (League Mode, Master League Mode) section (P. 23).
Select Kicker (Thrower)
Choose your kickers and throwers.
Press the SELECT button on the free kick screen to have two kickers line up beside the ball. You can assign one player to stand close to the ball and one to stand farther away. For instructions on how to take a free kick, see the Controls, Set-Pieces section (P. 13).
Change Player
Substitute players. (Each match has a limit on the number of substitutions that can be made.)
Player Settings
See Player Settings section (P. 16).
Camera Type
Adjust the angle of the camera in front of the goal (Camera Pan Angle) and select camera type.
Tailing Camera: Choose the target the camera will follow. (Normally, the camera follows the ball, but you can also set it to follow player cursors such as P1, etc.)
Screen Settings
Adjust the on-screen displays, including the radar screen, name plates, (team) attack and defense-mindedness, clock, score, and strategy indicator.
Sound Settings
Adjust sound settings and volume.
Button Configuration
Change the in-game button assignments and pass settings.

Command List
View a summary of the in-game controls. (Use the L1 button and R1 button to switch between attack, defense and other categories.)
Replay
Watch the previous play again.
Mode Select Menu
Quit the match and return to the Mode Select screen.

Pause

Pause menu (training)

Options are the same as during a match.

Formation
Press the START button at the Formation Settings screen to control the reserve players. Up to eleven of your reserve players can participate in the training. Select the Change Player option for the reserves, select the player you wish to add or remove from the training session, and press the ⊗ button to confirm. You can also change the formation and strategy settings. When you wish to replace one of your starting eleven with a reserve player, select the Substitution > Replace option for the starting eleven. Scroll down the list to find the substitute players, and substitute them in as you would during a match.
Training Menu
Here you can choose normal training, or practice taking shots, free kicks, and corners from the left or right.

Game Menus

General Settings
Change various settings such as difficulty, fouls and offsides.

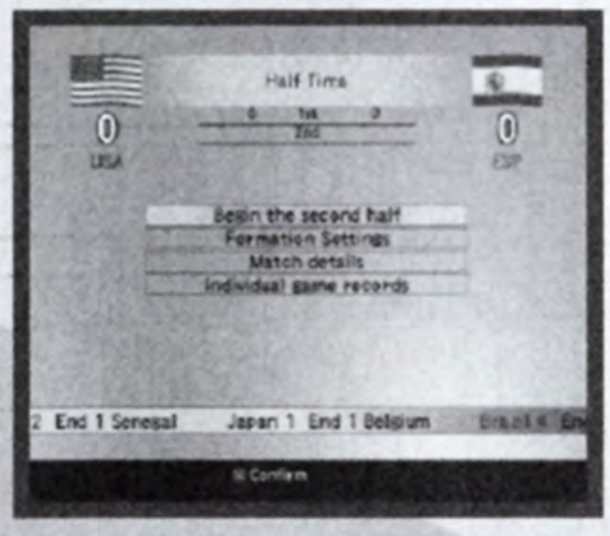
Rest
Restore energy expending in training.

Mode Select Menu
End training and go to the mode select screen.

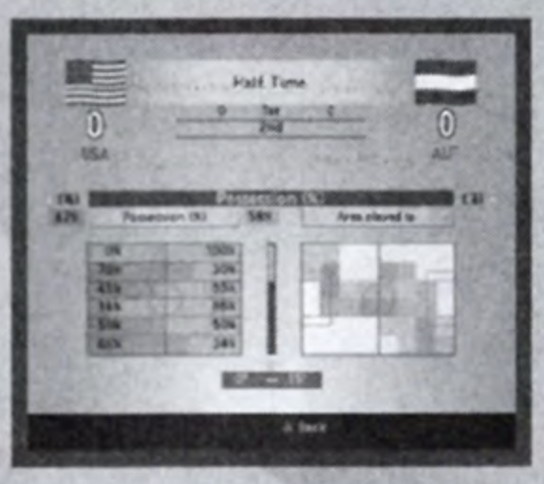
Results

Match results
View the details of the match and individual performances.

Match Details
View the statistics from the match. Press the L1 button and R1 button to page through the screens.



Match Records See number of shots, fouls, etc.
History View significant events as they happened over time.
Goals View the goals and the scorers for each time.
Cards Check the cards issued to each team.
Ball Possession View time and zone possession, and areas of play.
Shot Details See when, how and where shots were made.
Substitutions View the substitutions made throughout the match.



Individual Results

Individual Match Records (List)
Shows time played and goals scored for all players in the match. Select a player to see more details.

Rating
Assigns a rating out of ten to players who appeared in the game for more than a set period of time.

Individual Match Records (Details)
View the details of each player's performance during the match.
Area of Play Shows where the player was active on the field.
Area played to Shows where on the field the player had possession of the ball.
Area of Possession Shows where on the field the player had contact with the ball.

Passes Between Players
Press the ⊗ button on the Individual Match Records (Details) screen to see a summary of the number of passes exchanged with each of the other players.

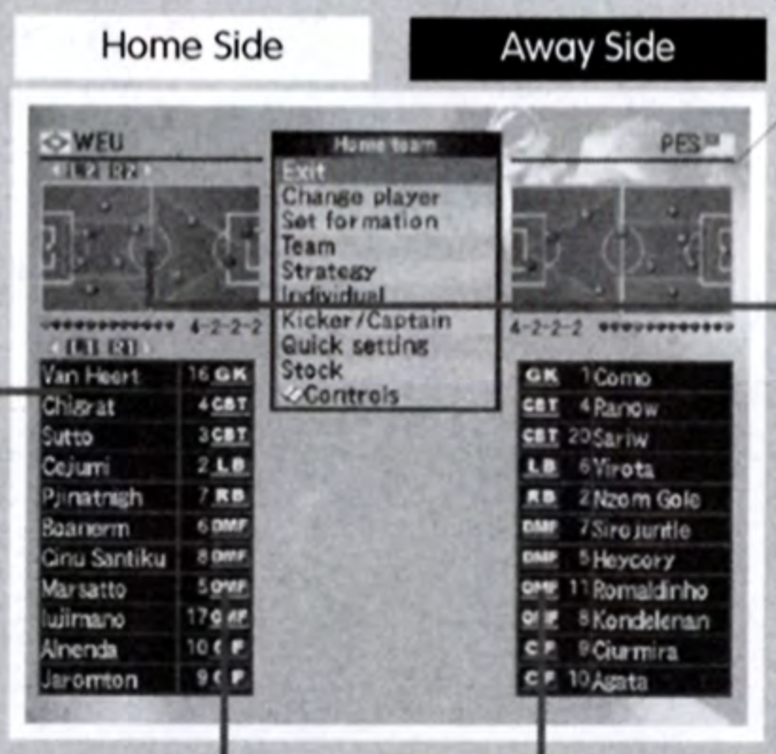
Game Setup

It is possible to change a wide range of parameters before matches start. Select the item to alter with up/down on the directional button. Alter the settings with left/right on the directional button, and then enter the new settings with the ⊗ button. Use the △ button to cancel the selection. The formations and strategies that are normally used are used as the starting settings. Edited formation/strategy data that has been stocked using the Stock option from Formation Setup will be automatically loaded when the Formation Screen is accessed.

Formation Setup

Formation and Strategy Settings

The team formation can be altered even while a match is in progress by pressing the START button to display the Pause Screen.



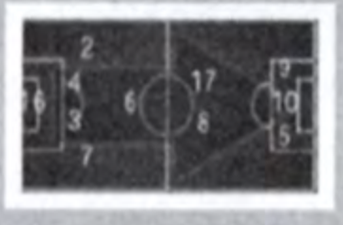
Players

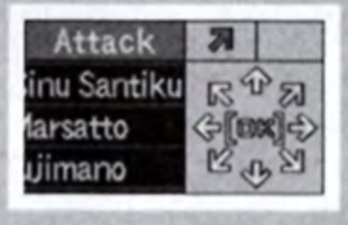
L1, R1 buttons: Change display

L2, R2 buttons: Change display

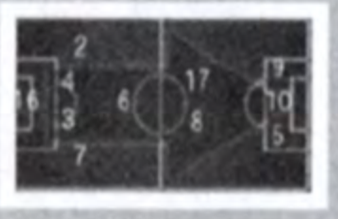
Player number

Attack mindedness

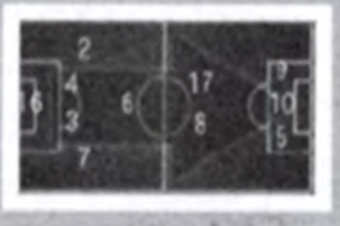




Defense mindedness



Formation



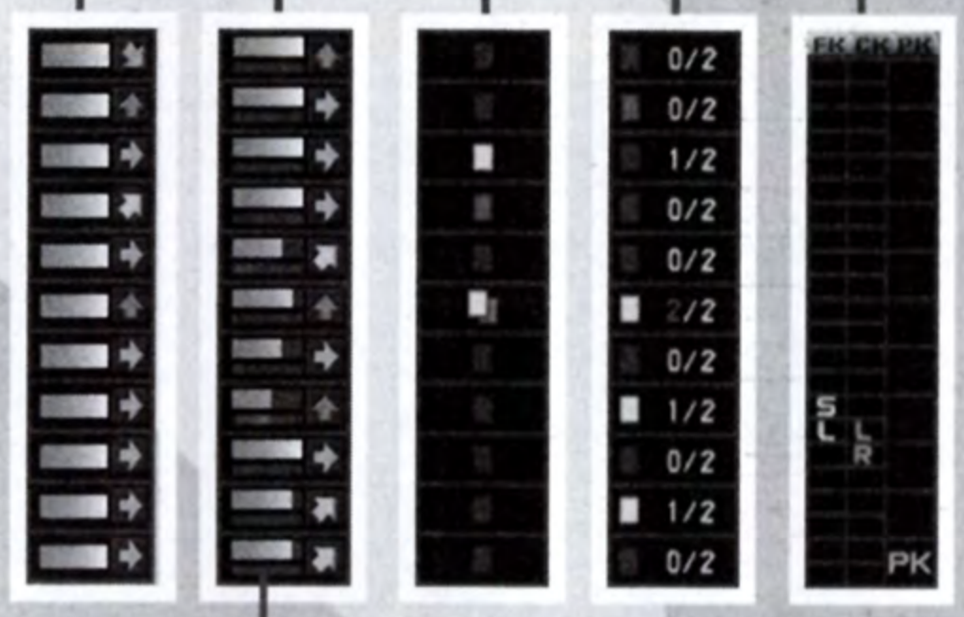
Overall strength and condition during the game

fatigue levels

Cards

Cumulative Card Total

Kickers

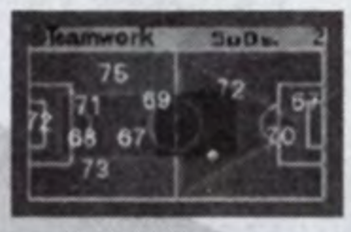


If you have accumulated fatigue switched on in the Master League Mode, League Mode or Cup Mode settings, the fatigue level indicator will also be displayed.

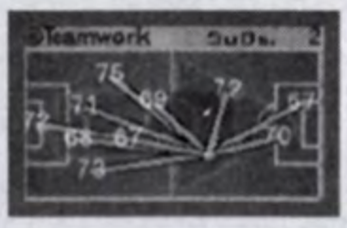
Game Setup

Substitutions

Select the player you wish to substitute and the player you wish to send on with the ✕ button. When you make a substitution during a game, the new player will enter the game the next time the ball goes into touch. Players that have been sent off with a red card are listed with their names greyed out and cannot be selected. Press the L2 button and R2 button to switch between parameters. The ○ button switches between the different Cooperation Displays.



Cooperation Displays



Cooperation Lines

After selecting one player, the players that are a suitable match for a substitution are highlighted.

Formation Settings

Choose your basic formation and match strategy here.

Formation

Choose your basic formation and match strategy here.

Change

Default: Revert to the formation originally used by the team.
Formations: Select a formation to use from the list.

	Defenders	Midfielders	Forwards
Max	5	6	4
Min	2	2	1

Edit Position

Select a position for each of the players. Positions must be within the maximum and minimum limits shown in the table.

Select Role

Choose a role for each player.

CF	Center forward	Tries to score goals from a position in front of the opponent's goal.
WF	Wing forward	Attacks from the sides, creating goal-scoring opportunities.
AMF	Attacking midfielder	Midfielder playing aggressively up field.
SMF	Side midfielder	Attacks from the wings.
CMF	Center midfielder	Balances play between attacking and defensive responsibilities.
DMF	Defensive midfielder	Plays back in a defensive role. Can also launch attacks.
SB	Side back	Defends the wings. Also moves up the sides to participate in attacks.
CB	Center back	Stops attacks in front of his own goal.
GK	Goalkeeper	Blocks shots and protects the goal.

Game Setup

Match Team

Attack/Defense

Displayed under each player's nameplate during a match. There are five levels of settings. The option enables you to raise or lower the whole team's attack mindedness and defense mindedness. You can select from between four types: Manual (L2 button + R1 button OR R2 button), auto-defense, normal, and auto-attack.

About Attack and Defense

If you increase the attacking level during an attack, the defense will be more likely to push up and join in. On the other hand, lowering the level will keep the defense back to better deal with any counter-attacks.
If you increase the level when defending, the defenders will become more aggressive in pushing to win the ball, and the attackers' passing options will be reduced. Lowering the level will cause the defenders to fall back to defend the goal in numbers.
When you push the level to its maximum range, the entire team will attack or defend regardless of individual attack-mindedness settings.

Defense System

Choose your defensive strategy.
Normal - If a defensive player does not have individual mark settings, the player will mark an opposition player that enters his own zone.
Sweeper - A system where one player is kept as a "spare" while other players mark the opposition players. The sweeper must be selected. In this system, when a player is designated as the sweeper, you will be unable to change his mark settings.
Line Defense - The back defensive line moves as a unit to preserve its formation. When this option is selected, you cannot change the mark settings.

Team Strategy

Select team strategies. These settings may also have an effect on other strategy settings.
Back line - Moving the back line forward causes the defense to play further forward.
Zone press - This setting causes multiple defenders to approach the opponent ball carrier.
Offside trap - The defensive line will move forward and play the offside trap.
Counter attack - No matter where the ball is, one player will play well forward in an attacking position.

There are 3 types of levels in which the selected strategy can be controlled.

- **A:** The strategy will be actively pursued, but the players will tire quickly.
- **B:** The strategy will be pursued at a normal level.
- **C:** The strategy will not be pursued very actively, but the players will tire slowly.

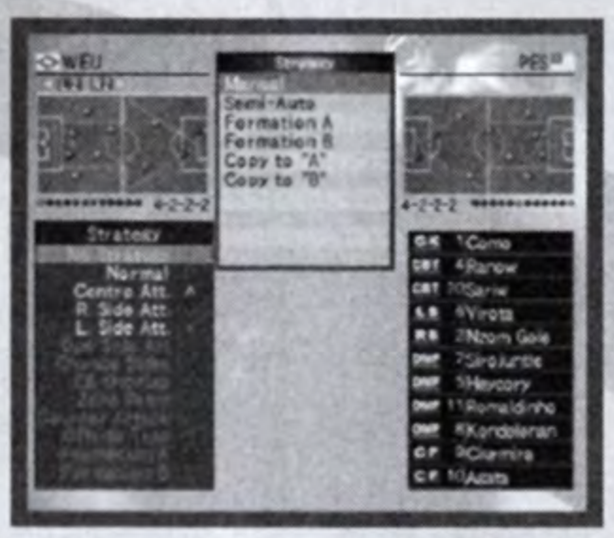
The frequency with which a strategy is pursued can be adjusted to three levels: A, B and C.

Quick Set-Up

The attack/defense levels, defensive system and team strategy can all be adjusted on this one screen.

Game Setup

Setting Strategy



A maximum of four settings can be set. There are two Strategy Modes: Semi-Auto and Manual. In Semi-Auto Mode, one of the four strategies is executed by the player, and the other three are executed automatically. The strategies are executed by pressing the L2 button. In Manual Mode, the player executes all four strategies. A strategy is assigned to each of the ○ ,✕, △ and □ buttons, and these strategies are executed individually during matches by pressing the relevant button together with the L2 button. The names of the strategies are not displayed during matches, so you will have to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

Formation A/B
When the Formation A/B has been selected, you can adjust the settings here.

Copy to "A" / "B"
Copy the current settings to the Formation A/B settings.

Individual Settings

You can issue specific instructions to individual players. Select the player to change his settings.

Attack-mindedness

Adjust how the player acts during an attack. Use the directional button to change the level of attack-mindedness in a certain direction, and press the ✕ button to confirm. Attack-mindedness can be increased in a maximum of two directions. When you have finished adjusting the settings, press the ✕ button to confirm.

Defense-mindedness

Adjust how active the player is in participating in defense.
You can set this to **High**, **Normal**, or **Low**.

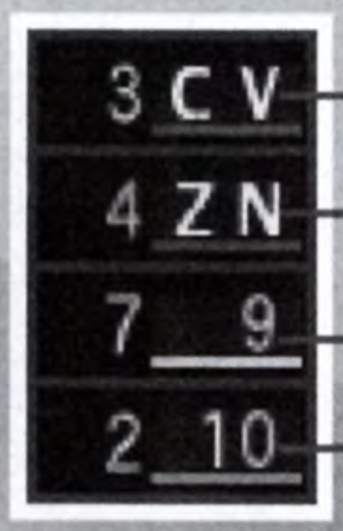
Mark Settings

Change the marking settings for each player. This option is unavailable when the defensive system is set to Line.

Covering Do not mark any particular player. Cover space left exposed by teammates.

Zone Mark Mark attackers that enter a specific area. Break off the mark when they move away.

Man-to-man Mark a specified player. After indicating the player to be marked, you can set the marking to Normal (mark only when defending) or Aggressive (always mark player).



Edit Position

You can make the same changes as with the Set Position option on the Formation screen.

Select Role

You can make the same changes as with the Select Role option on the Formation screen.

Game Setup

Kicker/Captain

Select Kicker

Select player to take free kicks (short/long), corners (left/right), and penalties. Press the SELECT button on the free kick screen to have two kickers line up behind the ball.

P.K.: Penalty kick

CK: Corner Kick **L:** Left corner **R:** Right corner

FK: Free kick **S:** Short **L:** Long

Select Captain

Assign the player to serve as captain.

Kicker One

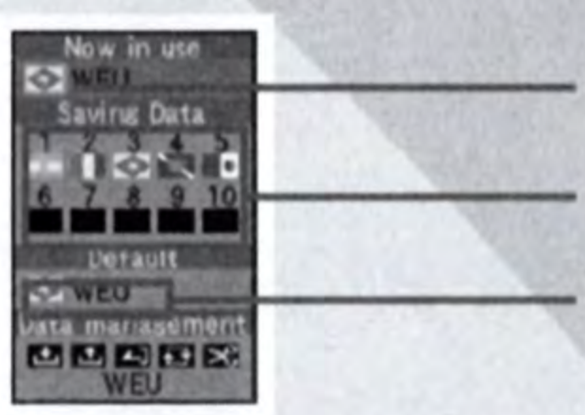
Kicker Two

Quick Settings

Please see Quick Formation (p. 04)

Stock

You can save and load up to ten sets of formation and strategy settings. To use or update the data loaded for each of the home and away teams, select the Stock option from the menu. Press the ⊗ button to copy data, and press the ⊗ button again to paste it into a new location. Using this function, you can save the Current Settings by copying data from the Current Settings location and pasting it in the place chosen with the Select Location option. Likewise, by pasting data into the Current Settings location, you can load previously saved data. You can copy and paste data to and from any of the ten data slots. You can restore settings to their original values by copying the Default Data and pasting it into the Current Settings location.



Data currently being used

Saved data

Default data

Save Save all ten sets of stocked data to a memory card (8MB)(for PlayStation®2).
Load Load formation data into stock from a memory card (8MB)(for PlayStation®2).
Copy from Opponent Copy opponent's stock data into your own stock.
Switch Switch stock data with opponent. When the opponent is not COM, you must wait for your opponent's response.
Clear All Delete all data in stock.

Note: Only one team can load or save at the same time.

Stock

Stock current formation (League Mode, Master League Mode)

Game data from Master League and League play is stocked as Formation Currently in Use. Unlike Formation Copy in the Formation Settings section, the content is stored as is with the League Data. When you load previously saved League Data from a memory card (8MB)(for PlayStation®2), your stocked formation data will be autoloaded along with it.

Entrance Scene

Select whether or not to view the Entrance scenes before the match.

Match Mode

Match Mode

Exhibition Match / Quick Start / Penalty Shootout
This mode allows you to choose your favorite teams for a single match competition. You can choose from 57 national teams and 136 club teams with the L1 and R1 buttons for an exhibition match. It's also possible to have a national team play against a club team. By selecting the Master League icon at the bottom right of the club team screen, you can put your own Master League teams into the match. For a penalty shootout you must decide the kicking order after you select from the 57 national and 136 club teams.

P1 Quick Start
A player-versus-computer match. Go straight to match setup after choosing your teams. (skip player and general settings)

P2 Quick Start
A player-versus-player match. Go straight to match setup after choosing your teams. (skip player and general settings)

Master League Special Team Matches
Master League Special Team versus Master League Special Team
Load the home side Master League Special Team followed by the away side Master League Special Team.

Master League Special Team versus Existing Team
Load the home side Master League Special Team.

Existing Team versus Master League Special Team
Load the away side Master League Special Team.
*You can load other Master League data besides your Master League Special Team

Your Master League Special Team
Master League Special Team data contains only information about your own team in the Master League, without the league information itself. You can save this data at any time in Master League mode.

Difference between Master League Special Team data and Master League data
Master League Special Team data contains both team member information and team parameters at the point when you created the save. On the other hand, Master League data contains only team member information from the time of the save. The parameters will be the same as those for other existing teams (as set up in Edit Mode).

MEMORY CARD slots
MEMORY CARD slot 1 is the default at the start of the game, but it is possible to change which slot is used when you load or save data.

League Mode

League Mode

Playing with Friends

You can play with up to 20 other people in the International League. You have control over which teams take part.

Changing the League Name

You can change the league name as you wish under "Change League Name" in Edit mode. (This is the same as "Change League Name" in the Master League.)

National Leagues (Club Teams)

- Common League Rules
- Double round robin home and away matches (play the same team twice).
- Full seasons only.
- 18 registered players.
  * No limitations on foreign players
- 11 starting players and 7 reserves on the bench.
- Maximum of 3 substitutions per match.
- Two yellow cards in one match results in a sending-off.
- No extra time or penalty shootouts.

Italia : "Serie A"

League Rules	Total of 20 teams, 38 matches
Cumulative Cautions	Players who accumulate four yellow cards are banned from play in the next match. The number of yellow cards resulting in a ban then falls to three, two and finally one before returning back to four again.
Red Card	Ban from the next match.

German League

League Rules	Total of 18 teams, 34 matches
Cumulative Cautions	Players who accumulate three yellow cards are banned from appearing in the next match.
Red Card	Ban from the next match.

Holland : "Eredivisie"

League Rules	Total of 18 teams, 34 matches
Cumulative Cautions	Players who accumulate four yellow cards are banned from appearing in the next match. The next two yellow cards, and any subsequent single yellow card, will incur a ban from the next match.
Red Card	Ban from the next match.

League Mode

French League

League Rules	Total of 20 teams, 38 matches
Cumulative Cautions	Players who accumulate three yellow cards are banned from appearing in the next match.
Red Card	Ban from the next match.

Spain : "Liga Española"

League Rules	Total of 20 teams, 38 matches
Cumulative Cautions	Players who accumulate five yellow cards are banned from appearing in the next match.
Red Card	Ban from the next match.

English League

League Rules	Total of 20 teams, 38 matches
Cumulative Cautions	Players accumulating five or eight yellow cards are banned from the next match, or the next three matches if they accumulate 12 yellow cards.
Red Card	Ban from the next three matches. Receiving two yellow cards in one match also results in a ban from the match after next.

The International League

- Common League Rules
- Participating teams can be freely picked from the national or club teams.
- Maximum of 20 teams / 20 users.
- A half season is played as a single round robin. A full season is played as a double round robin.
- 23 registered players. (11 starting players and 12 reserves on the bench.)
- Maximum of 3 substitutions per match.
- A red card results in a sending-off.
- Two yellow cards in one match results in a sending-off.
- Cumulative cautions (Two yellow cards or one red card result in a ban from the next match.)
- No extra time or penalty shootouts.

League Mode

The International League

Formation Setup

Before a match, you can save a formation under "Formation" in the main menu. You can also make all future matches start with the same formation by going to "Pause Menu" > "Stock Current Formation" > "Stock" during a match. This is the same as using "Stock Current Formation" on the setup menu before a match.

* When more than one person is playing the game, the "Formation" option on the main menu is not displayed.

The Information Screen

This screen shows the following statistics:

Common Icons

These are the same in League Mode, Cup Mode and in the Master League.

Pt	**Victory points**
W	**Total victories**
D	**Total draws**
L	**Total losses**
GF	**Total points gained**
GA	**Total points lost**
F/A	**Point difference**
	Yellow cards
	Red cards
O	**Victory**
X	**Defeat**
△	**Draw**

General Settings

This is where you can alter various settings relating to the game environment.

Injuries Set whether players can suffer injuries or not.

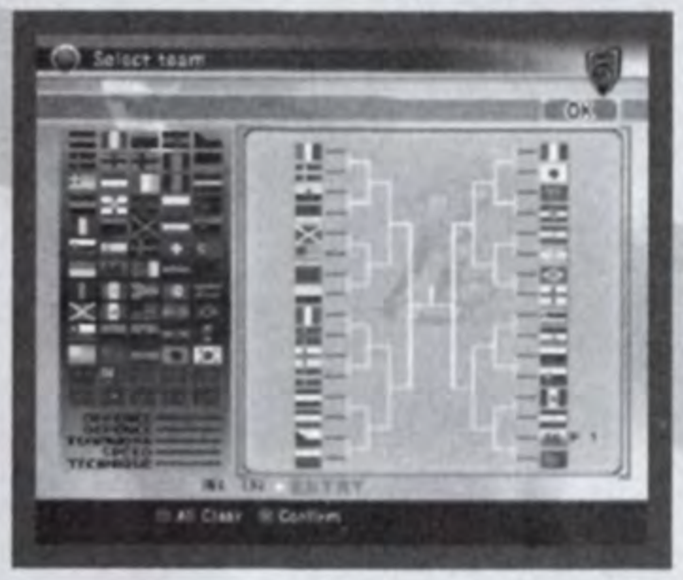
Accumulated Fatigue Set whether the fatigue of players who appear in a run of matches accumulates or if they fully recover between each match.

Auto-Save Set whether game data is automatically saved after each match. (This is not an auto-save of the Option file.)

Change General Settings Set whether environment settings can be altered after the game has started.

Cup Mode

Cup Mode



Hold a knockout or league group cup tournament.

Playing with Friends
You can play with up to 32 other people in the Konami Cup and you can choose different styles of tournament.

The International Cup

Participating Teams 32 national teams (choose any one)

Tournament Style A first round, consisting of 8 league groups of 4 teams each, and a second knockout round with the top two teams from each of the first round groups (total of 16 teams).

Miscellaneous Extra time and penalties in the second round only.
* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 05).

The European Cup

Participating Teams 16 European national teams (any are selectable)

Tournament Style A first round consisting of 4 league groups of 4 teams each, and a second knockout round with the top two teams from each of the first round groups (total of 8 teams).

Miscellaneous Extra time and penalties in the second round only.
* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 05).

The Africa / America / Asia-Oceania Cups

Participating Teams All teams from the respective areas.

Tournament Style Knockout tournament

Miscellaneous Extra time and penalties allowed.
* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 05).

Cup Mode

The Konami Cup

Participating Teams Free choice from national or club teams

Tournament Style Choose between league groups or a knockout tournament.

Miscellaneous Extra time and penalties follow the same format as the International Cup for a league group tournament, or as the Africa / America / Asia-Oceania Cups for a knockout tournament.

Information Screen

This screen shows schedules, rankings, team information and goal / assist rankings.

General Settings

Set up the environment in which games take place. Here you can change the group names and the names of the qualifying groups.

Home and Away Format

Home and Away format means that in a knockout tournament, each round consists of one home game and one away game. You can set Home and Away format on or off for the Africa Cup, the America Cup, the Asia-Oceania Cup and the Konami Cup tournaments.

* The final round is just one game, so does not have one home and one away game.

Away Game Doubling

Away game doubling may be used in a home and away format tournament. If the outcome of both matches in a round is a draw, the points for the away games are doubled to calculate the overall point difference. If that still fails to determine a winner, then a decision is made by extra time and possibly a penalty shootout.

Master League Mode

Master League Mode

In the Master League, you create and manage your own team with the aim of becoming the strongest team in the league. There are four leagues, each split into Division 1 (16 teams) and Division 2 (8 teams), and you compete against computer teams (called COM teams) in a round robin tournament. Teams are promoted or relegated depending on their results, and high-performing teams are invited to take part in big tournaments. The Master League never ends. You can keep playing until your team gets to the level your ambition drives it to.

The Points System

Points are allocated for a match win or draw, and for outstanding performance in league or cup tournaments. Points can be used for acquiring players from other teams and paying your own players' salaries. In the game, the unit "P" is used to indicate points.

Step up the Excitement at the WE Shop

The WE Shop is the place to get customized functions that can make the Master League even more exciting.

* Some functions can only be used when starting a new game. See page 49 for details about the WE Shop.

Master League Tuning

This adds an "Edit" function to the team selection screen which allows you to alter the league by choosing which teams join or by starting from Division 1 for example.

Initial Master League Points

This allows you to change how many points you start the Master League with.

Players Buy a new player to be added to the transfer market.

Team Buy a new team to add a group of new players to the transfer market.

* Purchased players appear as newcomers (unregistered) during off-season (week 37).

Changing the League Names

In Edit mode, you can change the names of the four leagues.

Starting Players

Master League Default Players
Start with common players, whichever team you choose.

Match Mode Players Start with the original members of the team used in Match Mode.

Create Original Team Create your own personal team to start with. You can swap up to three players, but you cannot add players created in edit mode to the roster.

Master League Mode

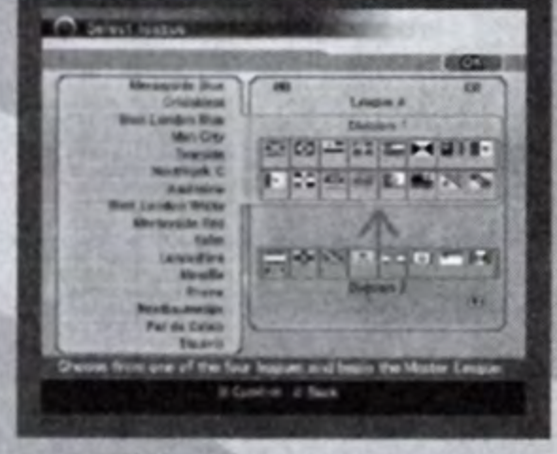
Team Selection

Select which team you will use.

* You cannot do this if you created a new team to start with.

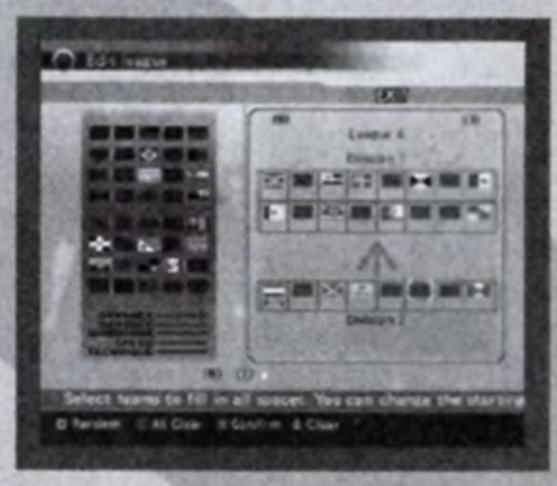
League Selection

Select which league your team will join. The composition of the team will change depending on the league. You will start from Division 2 in your chosen league.



Editing the League

If you purchased "ML league composition" at the WE Shop, you can edit which teams participate in the league. You cannot change this once games have been played.



Game Over

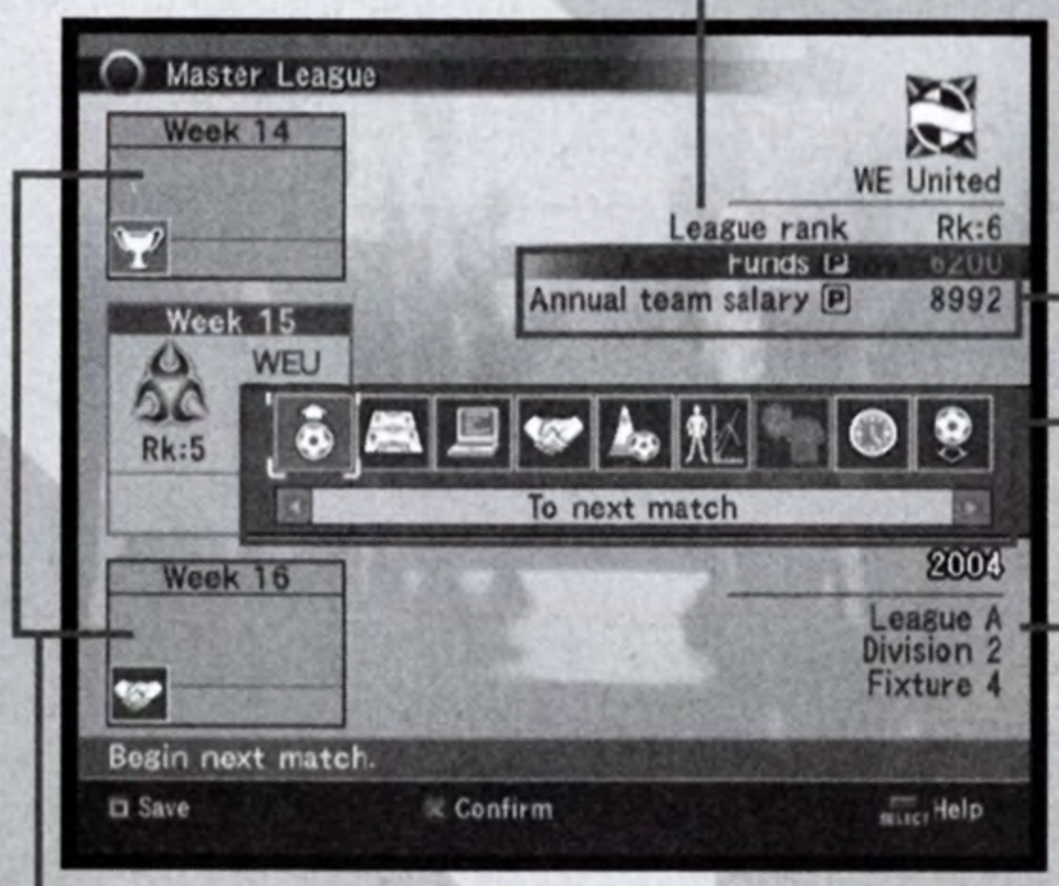
The game ends under the following conditions:

- Your team's points fall below zero.
- The number of players in your team falls to 15 or below.

You must pay your players' salaries all together in the last week of the season (week 44), so be careful that your points total is not less than the total amount of all your players' salaries in the last week of the season.

* You can check your points and the total salaries of all your players on the main menu.

The Main Menu



League Position

Accumulated Points and Total Players' Salaries

A red indictor means that you do not have enough points for the coming season's payments.

Menu Icons

Move the cursor over the corresponding icon to progress to the next match (week) or to check various information.

* "Edit Team" and "General Settings / Game Level" are only available off-season.

Season (Year) and Current Schedule

Schedule

From the top down, these are last week's results, this week's schedule and next week's schedule. The "Cup Icon" is displayed when there are matches other than league matches playing in the same week. The "Negotiation Icon" is displayed when there is the possibility of a negotiation.

Master League Mode

Tournament Rules

Conditions for Promotion / Relegation

Promotion or relegation depend on a team's position in the league over the year. The top two teams in Division 2 are automatically promoted to Division 1, and the bottom two teams of Division 1 are correspondingly relegated to Division 2.

Conditions for WEFA Championship Entry

- League Division 1: Positions 3-6 4 Enter from the qualifying group.
- League Division 1: Positions 1-2 4 Enter from the first round.

Conditions for WEFA Masters Cup Entry

- Cup Division 1: Victory (But entry into the WEFA Championship takes precedence)
- WEFA Championship qualifying group: Position 3.
- WEFA Championship first round: Position 3 or 4.

Player Improvement / Decline

As each season goes by, players get older and their abilities change. How a player improves and declines varies with each individual player, but you can check a player's parameters on the "Development Sheet" (page 40).

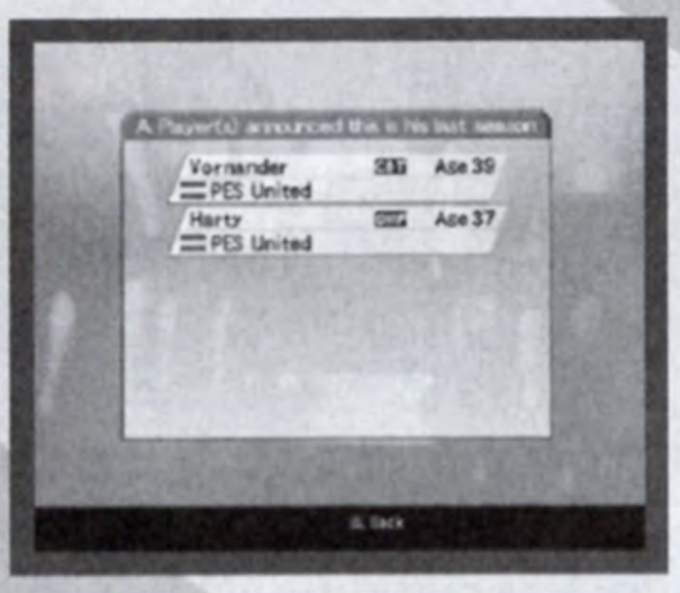
Development Players gain experience with each match they appear in, and with the training they do off-season. When a player's experience reaches 100%, their ability level will increase. The names of players with experience points are displayed in yellow.

Decline The parameters of players who have aged and passed their peak will start to decline.

Retirement When players reach retirement age, they will make an announcement mid-season. When the season ends, the player will be removed from the roster.

* You cannot prevent players from retiring.

Rebirth After a player has retired, they will be "reborn" as a new player. The time between retirement and rebirth is not fixed.



Master League Mode

The Locker Room

Opponent Data
This displays the formation, starting line-up, key players and strength comparison of the opponent in an upcoming match.

Match Analysis
This displays analytic data about past matches such as patterns of wins and defeats.

Formation
Here you can set up your team formation or change your registered players. You cannot put players in a match if their names are darkened out.

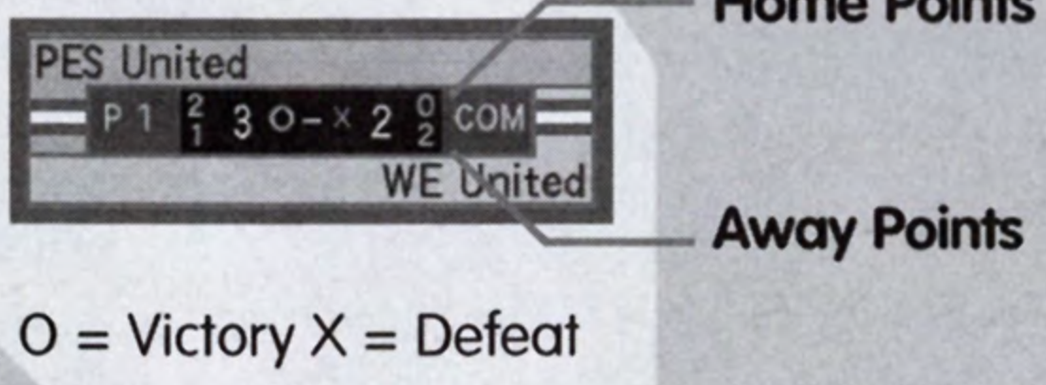
Non-selectable Players
- Players whose cumulative cautions have exceeded the regulated level.
- Seriously injured players.
- Players called to represent their country.
- Players on loan.

Before a match, you can save a formation under "Locker Room" > "Formation". You can also make all future matches start with the same formation by going to "Pause Menu" > "Formation" > "Stock Current Formation" during a match. This is the same as using "Stock Current Formation" on the setup menu before a match.

DATA

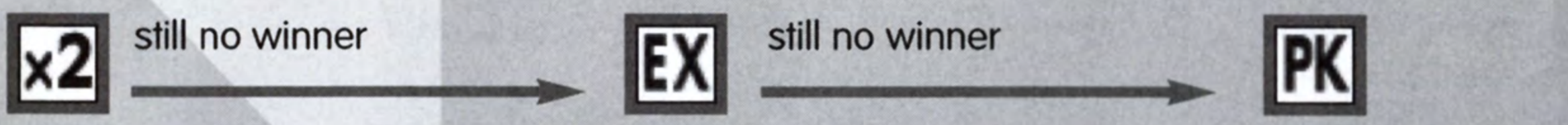
Calendar
This displays match fixtures and results.

Match Results



O = Victory X = Defeat

When the total points are the same, a winner is decided according to the icons displayed:



Master League Mode

League Information

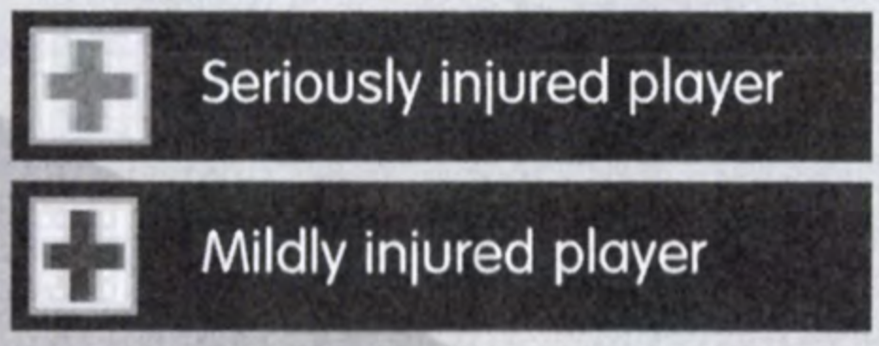
This displays information about league matches in your division.

Rankings Table

This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Team Information

This shows information such as each team's results, player status, average ranking and number of goals / assists.



Goal / Assist Ranking

This shows the number of goals and assists from the top goal-scorers and assisters.

Cup Information

This displays information about running cup tournaments.
If more than one cup tournament is taking place at the same time, you can switch between different tournament information on each screen.

Ranking Table / Match Table

This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Team Information

See "League Information".

Goal / Assist Ranking

This shows the number of goals and assists from the top goal-scorers and assisters in the cup.

WEFA Ranking

This shows the ranking after each team's victories and defeats have been converted into points.

Team Ranking

The WEFA ranking is updated four times per season (in week 8, week 16, week 28 and week 36).

League Ranking

This is determined by the results of the WEFA Championship and the WEFA Masters Cup. It changes once per season.

Master League Mode

Records Room

This is where the combined total of all past results is displayed.

Goal / Assist Ranking

This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Point Ranking

This shows a ranking of the best players for each position out of all the players participating in the league.

My Best Eleven

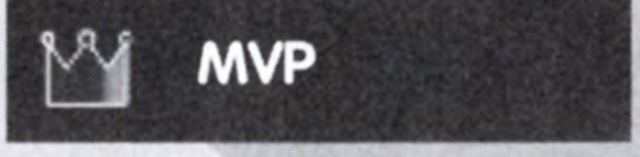
Save your current players onto a memory card (8MB)(for PlayStation®2). You can also load match data and view past elevens. The saved data can be used in Match Mode and Training Mode as "Master League Special Team" data.

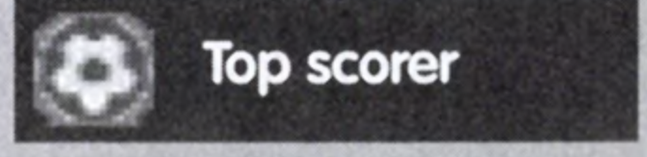
- **MEMORY CARD slots**

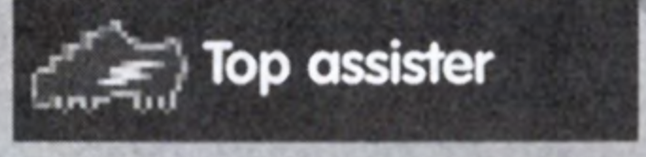
MEMORY CARD slot 1 is the default at the start of the game, but it is possible to change which MEMORY CARD slot is used when you load or save data.

Season Results

This allows you to check the season's results and which players performed exceptionally in the matches.







Master League Mode

Negotiations

To acquire a new player, you must negotiate directly with that player and with their current team. You will also need to renew contracts with players on your own team. You're not the only one who can initiate negotiations; you'll find that offers come in from COM teams as well.

Rules for Negotiations

- There are 2 time periods for negotiations: mid-season (weeks 16 – 19) and off-season (weeks 37 – 43)
- You can carry out up to 5 negotiations per week.
- You can't negotiate if the number of players on your team will increase to more than 32.
- You can't release a player if it will take your number of team members down to less than 16.
- You can't negotiate for a player that is on loan.
- Contracts for players 32 years old and above are limited to 2 years.
- Contracts for players 35 years old and above are limited to 1 year only.

Flow of Negotiations

Applying for Negotiations

1 Search

Decide on the player you want to acquire. There are 5 different ways to search.

Quick Search

This automatically displays the most skilled players you can acquire with your current points. Recommended for beginners who aren't yet sure which player it's best to go for.

Talent Search

Specify the team position, personality and special skills you want from your new player to view a list of possible candidates. A good method if you're trying to strengthen your team.

Advanced Search

Specify various requirements such as skills and special characteristics to view a list of players that fulfill them. Recommended for advanced players with plenty of knowledge.

Team Based Selection

View a list of players from a specified team. You can also view lists of the following types of players:

- E — Created players
- New players, not yet affiliated to any team
- O — Players belonging to teams outside the Master League

All Player Display

View a list of all available players.

Master League Mode

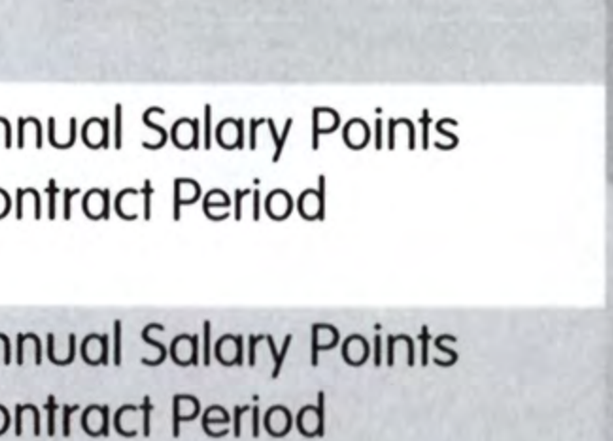
2 Apply for Negotiations

Select the player from your search results that you would like to acquire, and then choose how you would like to negotiate for them. Players whose names are darkened cannot be negotiated with.

Negotiation Type	Description	Negotiation Terms
Transfer	Used to negotiate for a player already in a team. You will need to pay Transfer Points to the team in question, and specify the contract period in terms of number of seasons.	Transfer Points Annual Salary Points Contract Period
Trade	Used to swap player for player. Negotiations can take place with players that have 6 months or more left with their current team. You will have to pay Transfer Points corresponding to any difference in abilities.	Trade Player Transfer Points Annual Salary Points Contract Period
Loan	Used to acquire a player for a limited period of time. Negotiations can take place with players that have 12 months or more left with their current team. The loan period is divided into one week units, and it cannot overlap seasons.	Loan Transfer Points Loan Period
Renewal	Used when the contract of a player on your own team has expired. You can extend their contract into the next season.	Annual Salary Points Contract Period
Contract	Used to acquire created players, new players and players with no team due to contract expiry. You can find new players and players with no team in the Unplaced Players List in Search > Team Based Selection. Created players can be found in the Created Players List, also in Search > Team Based Selection.	Annual Salary Points Contract Period

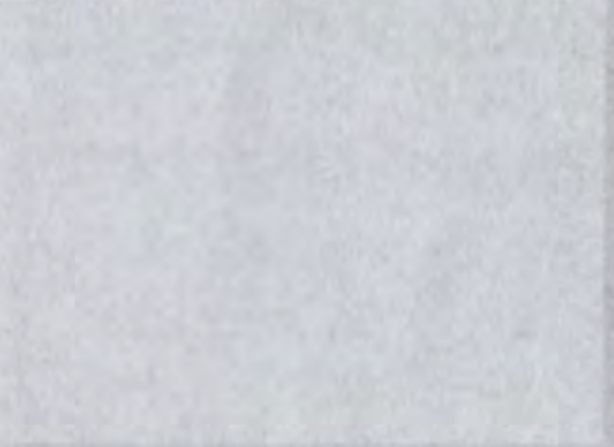
3 Decide on Terms

When you've decided on your negotiation type, a screen will be displayed on which you must confirm the terms. If the details are correct, press OK. You can cancel negotiations if the week has not yet begun.

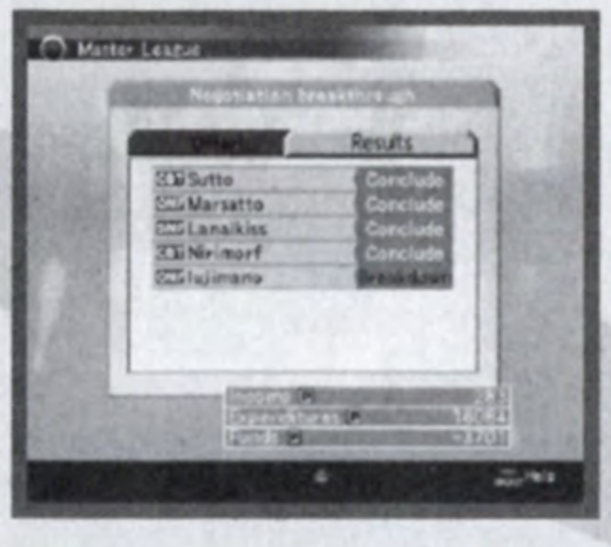


4 Final Confirmation

You can check the details of negotiations made in the same week by looking at the Balance Forecast. If you want to make changes to any terms, select the player in question with the ⊗ button. Be careful not to let your points fall to below zero, otherwise it's Game Over.



Master League Mode



5 Player Response

You will get an answer back from the other team the week after proposing your negotiation.

Red: Results of negotiations for players on other teams
Blue: Results of offers on players in your own team

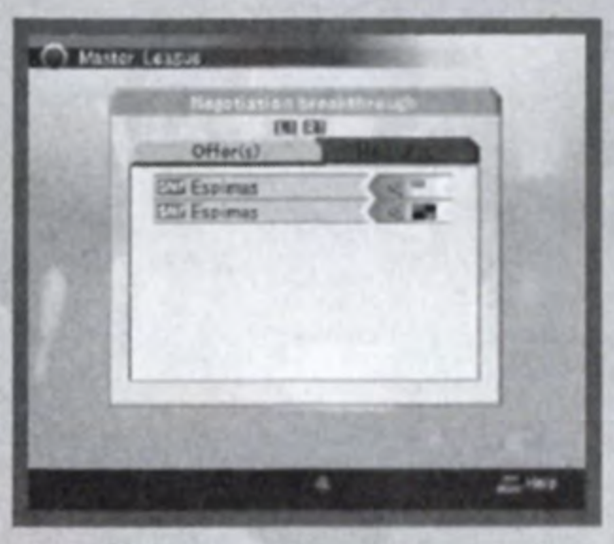
6 Transfer

Successful transfers will go ahead in the week the negotiations were made.

Payment of Points for Successful Negotiations

Transfer Points: Paid when the player joins the team.
Annual Salary Points: Players that join the team mid-season (between weeks 16 and 19) are paid salary points for half a year (Annual Salary Points ÷ 2). Players acquired off-season are paid a full year's Annual Salary Points during the last week of season (week 44).

When an Application for Negotiations is Received



1 Offer Notification

If a COM team wishes to negotiate for one of your players, you will be notified of their offer at the beginning of the week.

2 Confirmation of Terms

Select players you've received offers on under My Team to view details of the negotiation terms. If you have offers for the same player from more than one team at once, use the L1 and R1 buttons to switch between them.

3 Respond

Accept or Reject offer.

4 Final Confirmation

You can check the details of negotiations made in the same week by looking at the Balance Forecast. If you want to make changes to any terms, select the player in question with the ⊗ button. Be careful not to let your points fall to below zero, otherwise it's Game Over.

Master League Mode

Renewal Application

At the start of off-season (week 37), you will automatically receive renewal offers for players whose contracts have expired. You can check on the terms under Negotiations > My Team. If you select Don't Renew here, the player in question will be dropped from the team. If the number of Annual Salary Points you offer is not sufficient, the player may choose to turn down your contract renewal request. If this is not resolved by week 43, your negotiations have failed and the player will be off your team.

Releasing a Player

1 Select a Player

Select the player you want to release under Negotiations > My Team. You can only release a player during the negotiation periods.

2 Decide Course of Action

Release:
Dismiss the player immediately. You will have to pay Penalty Points for the remainder of their contract period. If it is mid-season (between weeks 16 and 19), you will receive a refund of half a year's Annual Salary Points.

Put up for Transfer: The player will remain a member of your team, but will also appear in transfer lists thus increasing the likelihood of receiving an offer from another team.

Symbols Used in Player List

When carrying out negotiations, the following symbols may be displayed before a player's name.

(Green arrow) Player in transfer negotiations

(Green arrow) Player on own team in transfer negotiations

(Blue arrow) Player in loan transfer negotiations

(Blue arrow) Player on own team in loan transfer negotiations, or player already on loan

Player in trade negotiations

(Grey arrow) Player under contract renewal

(Red arrow) Player in contract negotiations (unplaced/new player)

Player on own team up for transfer

Players whose names are darkened cannot be negotiated with.

Using Players Created in Edit Mode in the Master League

You can register players created in Edit Mode in the Master League.

Master League Mode

Restrictions on Newly Created Players

a) The registered age must be 17.
b) A created player that has been a member of a team will be stocked in the Master League save data. Any subsequent changes made to the player in Edit Mode will not be reflected in the Master League.
c) You can stock up to 32 created players in the Master League game data.
d) If an acquired created player is dropped from the team, all of their records (ability changes through development and decline, ranking stats, etc.) will be wiped.

Restrictions on Created Players

The following details on created players will not be reflected in the Master League:

- **[Basic Settings] – Age**
- **[Abilities]**

Conditioning / Team Training

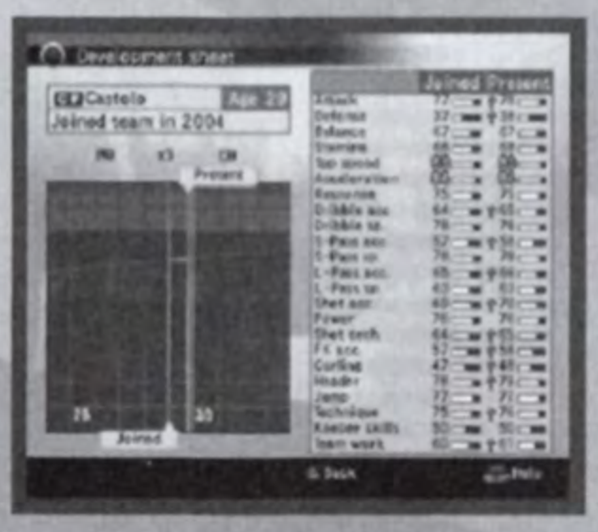
During the season, you can hold intra-team practice games to condition your team.

- No matter how many times you do this in one week, the results will not change.
- The conditioning is not complete until "OK" is displayed onscreen.

Training

Use the off-season period to build up your players ready for next season. Choose between individual training and team training. There are 9 different areas altogether, and you'll see a change in the ability levels of players that take part and clear each one.
You can check on the results after training on the Experience Screen.

- The clear conditions are different depending on the type of training.
- No matter how many times training is cleared in one week, the results will not change.
- When a player's Experience reaches 100%, their ability level increases.
- The names of players that have acquired Experience are displayed in yellow.
- The improvement of players in a period of decline is less than that of normal players.
- Experience in Shoot Training is awarded to players selected as shooters. (It does not go to passers).



Development Sheet

Refer to this to check on a player's development and decline since joining the team. The red line on the graph shows the player's ideal pattern of improvement. Their actual development is plotted with the blue line.

Training Mode

Edit Team

Edit Jersey Number: Edit the jersey numbers of your players.
Create Team: Decide on the details of your team for next season, including club team name, strip and emblem. See page 45 for more information.
You can only select Create Team off-season.

General Settings

Choose the settings for your game.

Game Level

Set the difficulty level for the entire Master League, including COM team level, negotiation success rate and movements in the transfer market.

- Once a game has started, you can only change its level during the off-season period.

Training

Free Training

General Settings

Fouls

Set whether fouls will be called or not.

Offside

Set whether offside calls will be made or not.

Goal / Corner Kick / Throw In

Set the side on which the game restarts on a goal kick, corner kick or throw-in after the ball goes out of play.

Play Again Interval Setting

This allows you to set the interval at which you would like to perform the Play Again Retry function.

Squad Games

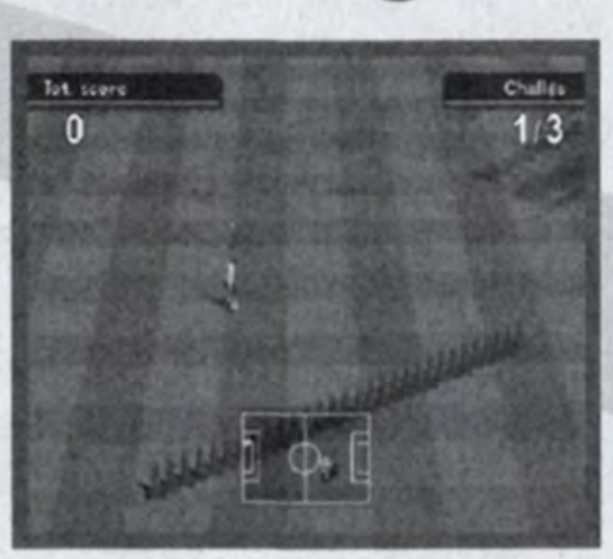
To play an intra-team practice game, enter the Formation Settings Screen from the Pause Menu and press the START button to switch control to the away team side. Choose Participation from the menu and select players you want to take part in the match by moving the cursor over them and pressing the ⊗ button. Press the ⊗ button again to remove the player from the team. When the settings are complete and you cancel pause, the selected players will enter the pitch and begin practicing.

Situation Training

Receive guidance in practicing the various techniques that are needed in real match situations.

Training Mode

Challenge Training



This mode allows you to have fun while learning the controls used in the game. Each event is divided into levels. Beating the target score for a level will allow you to proceed to the next level. Achieving a high score will qualify you for the rankings. Clear progress and rankings data can be saved to a memory card (8MB)(for PlayStation®2). By loading this data (Challenge Data), you can compete to break your previous records. (Turning the Auto-Save setting on the Options screen to ON will cause data to be saved whenever a new record is set.)

Original Dribble Challenge

This mode can be unlocked by exchanging WEN accumulated during the game at the WE shop. It allows dribbling courses to be edited and used for practice.
You can save courses you make to a memory card (8MB)(for PlayStation®2).

- **MEMORY CARD slot**

At the start of the game, the default MEMORY CARD slot is MEMORY CARD slot 1, but this can be changed when saving or loading data.

Beginners Training

Training for those new to the game. Get hints on basic game techniques and rules, and practice using them.

Controls

Provides explanations of the game's basic controls. Press the buttons as indicated to learn the controls.

Saving in Training Mode

General settings for Free Training and Challenge Training are saved in the "Winning Eleven 8" options file. Cleared Challenge Training and rankings will be saved to a "Challenge Training" save on the memory card (8MB)(for PlayStation®2). (You can set up auto-save in the Challenge Training Options Menu).

Original Dribble Challenge

You can load Master League Special Team data and Master League data when taking part in Challenge Training and Original Dribble Training.

Edit Mode

In this mode you can register created or modified players, as well as alter team flags, strips and names. This is also the place where you can copy created player data and edited team data from friends.

Edit Player

This allows you to alter player details, such as the player's name and appearance, and also to create a new player or delete an existing one.

Settings

Player Name

All settings related to the player's name.
Player Name: Enter the player's name.
Commentary Name: Select the name used by the commentator during matches to refer to the player. When Jersey Number is selected, the commentator will refer to the player by number.
Strip Name: The name printed on the player's jersey.

Position

This allows you to set up a player's suitability for each position. The position shown against players who are skilled in more than one position will be the one set up under Registered Position. Players placed in positions they are not suited to will perform badly.

Nationality

This sets the player's nationality. Only available for players who are not part of a national team.

Basic Settings

Various fundamental settings for the player.

Appearance

This is where to set up the player's appearance.
Head: The player's facial appearance and hair style.
Physique: Height, weight, etc.
Strip Fit: Length of socks and sleeves, etc.
Boots: Type and color of spikes, etc.
Accessories: Decide whether the player has a wristband or taping.

Abilities

Decide what abilities the player has.

Special Abilities

Decide what special abilities the player has.

Edit Mode

Creating and Deleting Players

Creating a Player

To create a new player, select Edit Team, and then choose an empty Unregistered location for your new player. At first the player's name and nationality will be blank. Fill in all the necessary details to create your player. Alternatively, you can select Base Copy to create a new player based on the settings of an existing player. After making the settings, select OK and your player will be stocked in the location you chose. Once you've registered them in a team with the Player Registration option, your player is ready to appear in a match.

Deleting a Created Player

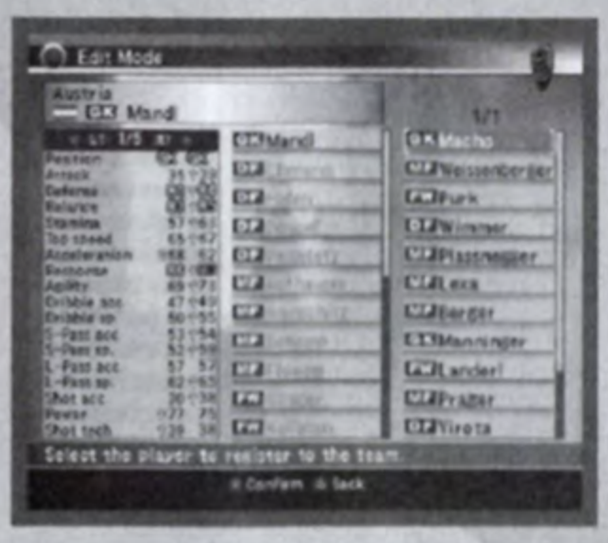
After choosing a created player, select Delete from the menu to remove that player's data. You cannot delete players who are registered with a team. You must deregister the player first through Player Registration before deleting.

Using a Created Player in the Master League

See "Master League / Using Players Created in Edit Mode in the Master League" (page 39) for more details.

Player Registration

Change the members of a national or club team.



Registration

National Team

1. From the Player Registration screen, select the national team to register the player with.
2. Move the cursor over the player to be removed from the national team and press the ⊗ button.
3. Select the player to register from the list. Press the ⊗ button to finish the registration. The player is now able to appear in matches.

Club Team

1. From the Player Registration screen, select the team of the player you are registering with a club.
2. Align the cursor with the player you want to register and press the ⊗ button.
3. Select the team you are registering with. Press the ⊗ button to finish the registration. The player is now able to appear in matches.

Edit Mode

Edit Team

This allows you to alter things such as a team's name, strip and flag. Any changes made here are reflected throughout the entire game.

Formation
Alter the team's tactics and formation.

Team Name
Enter a new name for the team.

Strip
Edit the team strip.

- **Home strip / Away strip / Goalkeeper's home strip / Goalkeeper's away strip**

Set the color and design of the shirt, shorts and captain's mark.

- **Strip name (common to all strips)**

Strip name: Choose whether or not the strip has a name, and set the typeface and color it is written in.
Jersey Number: Set the typeface and color of the number on the back of each player's jersey.
Shorts Number: Choose whether or not each player's number is displayed at the bottom of their shorts, and set the typeface and color it is written in.
Chest Logo: You can place some text or a motif you have created on the front of the strip. This is only possible for club teams; the national team strip has the national flag on the front.
Motif 1 / 2: You can use up to two motifs you have created in the pixel editor. It is possible to change the color for each type of strip.
Text 1 – 4: Enter text in the font style and size of your choice. You can have a maximum of four pieces of text. It is possible to change the color for each type of strip.
Position: Adjust the position of emblems, motifs and text on the strip. You can also switch them off so they are not displayed.

Flag
Change a club's flag or create a new flag.

Emblem
Change a club's emblem or create a new emblem.

Shared Stock
You can create a combined stock of up to 64 flags and emblems. You can delete flags and emblems, but any teams using them will be forced back to the default flag or emblem.

Flag / Emblem Interchangeability
You can use any flag as a team's emblem and any emblem as a team's flag, including the default flags and emblems. To use an emblem as a team's flag, you must set the base flag type and color.

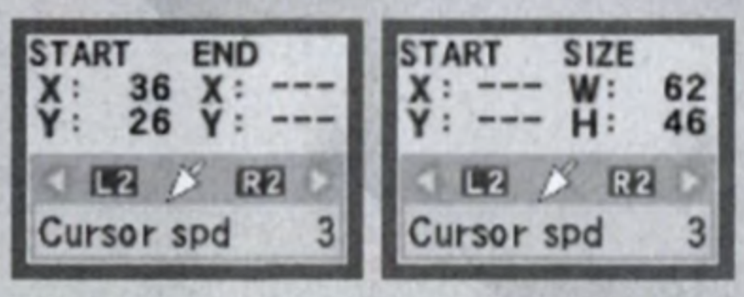
Edit Mode

Pixel Editor

This allows you to draw directly on the 64 x 48 pixel grid (32 x 32 pixels for motifs) using the pen, line and fill tools when creating your flag, emblem or motif. If you mark out the boundary of the area you want to edit from the main menu's Work Area option, the tools will only have an effect within that area. The flip, rotate, copy & paste and cut & paste tools also work by specifying the area to work with in the same way. Transparent pixels are shown as flashing color.

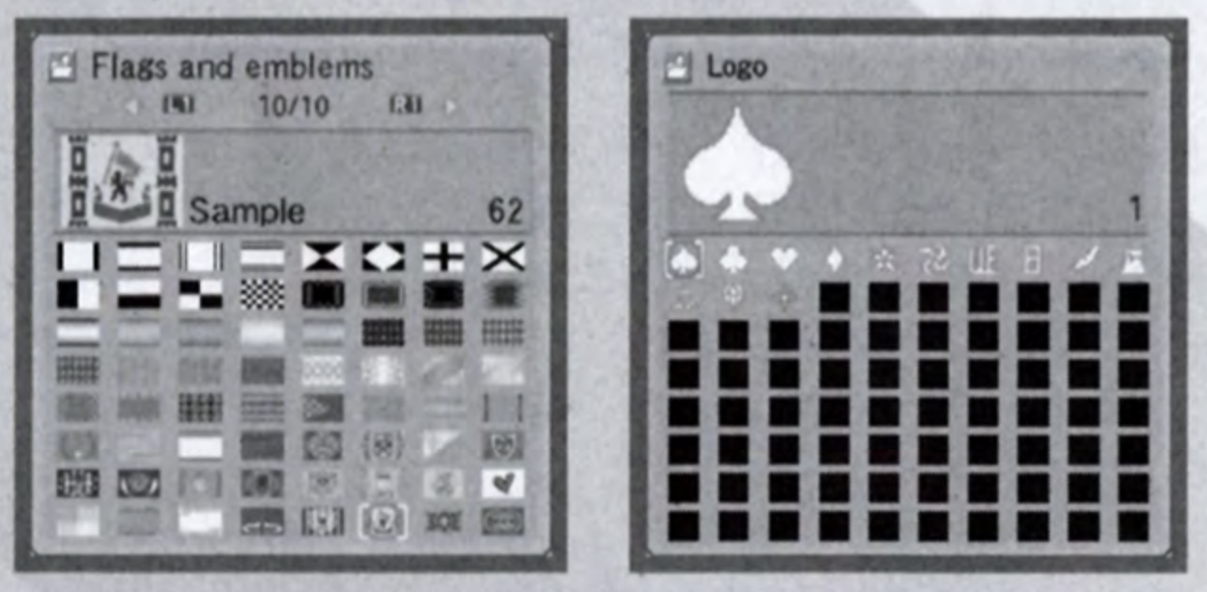
The Screen

Info Window

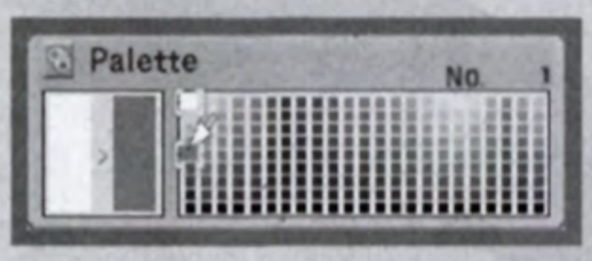


START: The start point.
SIZE: The work area size.
END: The end point.
Cursor speed: Toggle between 1 (slow), 2 (medium) and 3 (fast).

Flag / Emblem / Motif

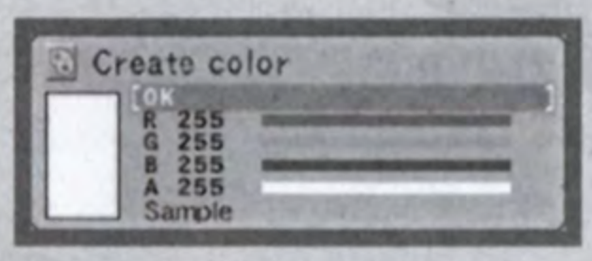


Palette



Change the drawing color.

Mix Color



R: Red Set between 0 and 255.
G: Green Set between 0 and 255.
B: Blue Set between 0 and 255.
A: Transparency
Set between 0 and 255.
(This cannot be set for the base or background color)

Edit Mode

Tool Hints

You can re-edit flags and emblems that were created in the layer editor using the pixel editor. Equally, you can re-edit flags and emblems that were created in the pixel editor using the layer editor. Use the two tools together to improve your designs.

Examples

• Create the basic form of a flag or emblem in the layer editor, and then polish it up in the pixel editor.
• Use an emblem created in the pixel editor as an element in a flag that you create using the layer editor.
Motifs can only be edited in the pixel editor.

Supporters' Colors
Change the team's image color. This is the color used for supporters' clothes and banners.

Stadium
Change the team's home stadium.

Edit Jersey Number

Set the number used by the player. If another player in the team already has that number, the players will switch numbers.

Edit Stadium

Change the stadium name.

Edit League Names

Change the league names used in League Mode or Master League Mode.

Manage Saves

Save, load or copy the Option File.

Option File
Save any changes made to the settings in the Option File, or load edited data from the Option File.

Edited Data Manager
Insert a friend's memory card (8MB)(for PlayStation®2) containing their Option File into MEMORY CARD slot 2. Load the Option File and copy any of your friend's edited player names, parameters, player data or edited team data to your own Option File.

Data that can be copied

Player Data: Player name, appearance and parameters can be copied.
Edited Team Data: Strip, team info, formations, flags, emblems and motifs can be copied.
Stadium Name: Stadium names can be copied.
League Name: League names can be copied.

Data that cannot be copied

Created players cannot be copied.

Copying

There are various ways to copy data. All data can be copied or just certain selected items. You can select the units of data to copy, specifying all players, all players in a team, or individual players for the player data, and all teams or individual teams for the edited team data.

Saving

After resetting your console, copied data will be lost. Always save the Option File after copying data. Even after a reset, the game can be continued from the point where it was saved by loading the Option File.

Options

WE Data Control

Here you can change the Option File's Load/Save settings. You can also compact the WE series data.

Option File

Auto Save
Toggle between ON/OFF for the autosave function. Take note that this does not come into effect if the Option File is not loaded or saved.

Load Option File
This loads the Option File from a memory card (8MB)(for PlayStation®2). Current settings will change to the ones in the loaded file.

Save Option File
Use this to save the current settings to a memory card (8MB)(for PlayStation®2).

Load WE Series Data
Import the data from the WE7 Options File to the Options File in WE8.

Importing WE Series Data
The licenses for the WE series change with every game meaning that you will not be able to import some players' names, team names and stadiums.

Copy Saved Data
Copy data from a memory card (8MB)(for PlayStation®2).

Delete Saved Data
Delete saved data from a memory card (8MB)(for PlayStation®2).

Button Configuration
Configure the buttons and controls to be used in matches.

Cursor Name Entry
Change the Cursor Names used in the game. You can also save these changes to the Option File.

Sound Setting
Here, you can change the sounds produced in the matches.

Museum

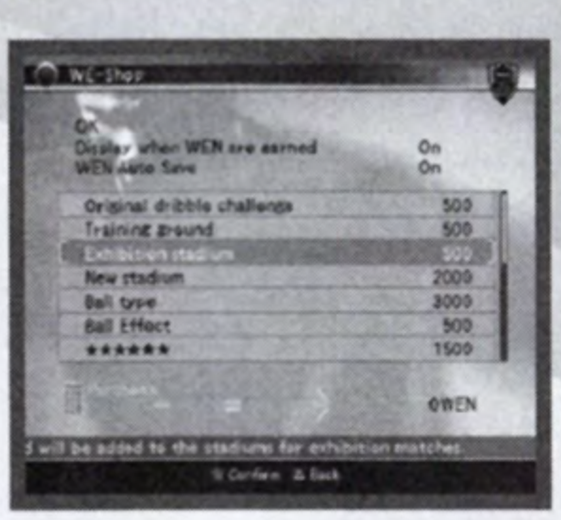
Come here to view team championships, replays, and game credits.

Victory Data
View the trophies you have won. You can also watch a replay of the award ceremonies and celebrations.
Replay Playback
View any of the replays that you have saved.
Credits
The people who brought you WINNING ELEVEN 8.

Options

WE Shop

The points called WEN that you acquire during play can be used to unlock the bonus items listed below.



Acquiring WEN

- Complete matches
- Win matches in Master League, League and Cup modes
- Clear Challenge Training tests. (Except for the Original Dribble Challenge, points are acquired when regular challenge skill levels are cleared)
- When you are listed on all the Challenge Training Rankings

WEN Notification

Toggle the notification that appears when WEN is awarded.

WEN Autosave

Activate autosave in the option file to automatically save WEN when you acquire it.

Screen

Adjust the image position on your television or monitor.

Start from where you left off...

Loading Data

Insert a memory card (8MB)(for PlayStation®2) that contains previous game data into MEMORY CARD slot 1. After selecting the game mode, select the Load Data option. You will be taken to the memory card (8MB)(for PlayStation®2) screen, where you can choose the data you want to load. Once the game has begun, MEMORY CARD slot 1 becomes the default slot, but you can select a different MEMORY CARD slot when you load or save data.

Load General Settings

Load only general settings for Cup Mode. Loads data such as tournament match-ups. Variables such as the number of participating teams and players can be changed at any time.

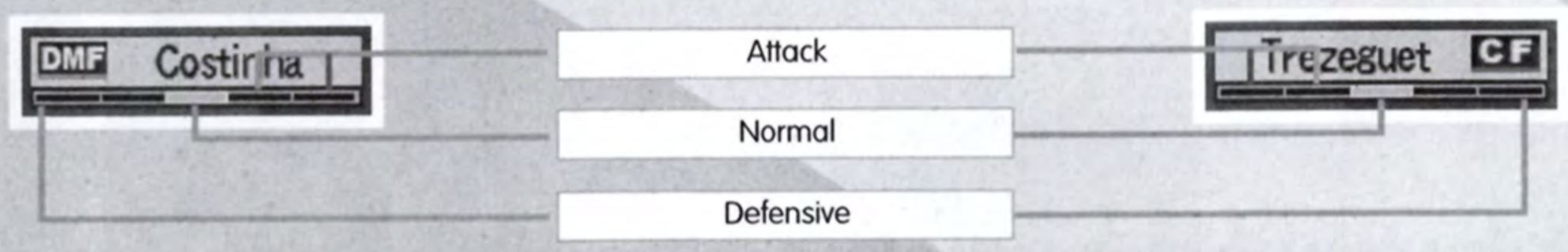
Game Screen

During The Match/Game Screen

Display settings can be altered by selecting "Change Display" from the Pause Menu.

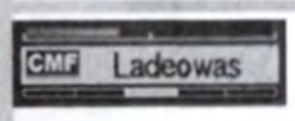
Adjusting the Attack/Defense Level

L2 button + R1 button: Increase the attack level
L2 button + R2 button: Increase the defense level



Other

Players who have received yellow cards
The number over the cursor will be displayed in yellow for players who have received a yellow card.



Power gauge level
A level indicator appears behind the power gauge when taking free kicks and corners.

Play on
When a team is fouled, but in the referee's judgment the team is in a better position if the game is not stopped for a free kick, play will be allowed to continue.

Player being treated
This icon is displayed while a player is off the pitch for treatment.

Player being treated(2)
This icon is displayed while a player is off the pitch for treatment and unable to return to the game.

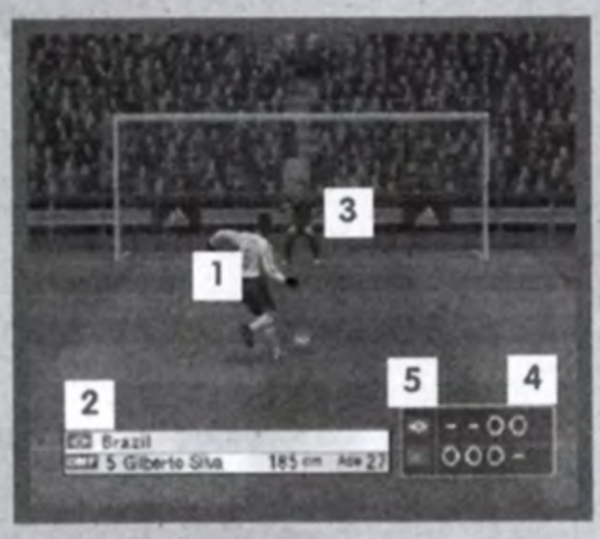
Free kick type
Direct free kick

Free kick type
Indirect free kick

Injury Time
Number of minutes of injury time

Penalty Kick Matches

1 Kicker
2 Position, Player, Number, Player name, Height, Age
3 Goalkeeper
4 Score
5 Team flag



Save

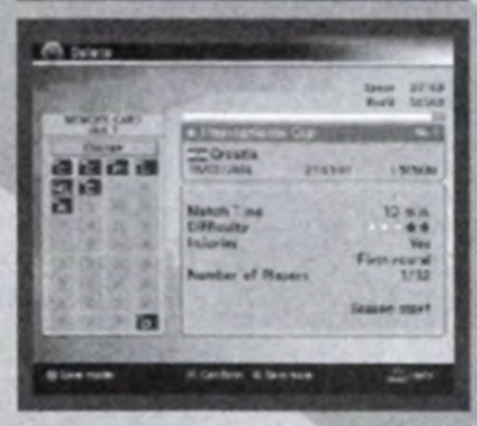
Saving to a memory card (8MB)(for PlayStation®2)

Game settings and progress in each Game Mode can be saved to a memory card (8MB)(for PlayStation®2).

To save data to a memory card (8MB)(for PlayStation®2), the following available space is required.

Space required to save data on memory card (8MB)(for PlayStation®2)

- O **Options File** 1296 KB or more
- ML **Master League Data** 804 KB or more
- C **Cup Data** 565 KB or more
- L **League Data** 563 KB or more
- CT **Challenge Training Data** 96 KB or more
- DR **Original Dribble Challenge Data** 117 KB or more
- F **Formation Data** 72 KB or more
- R **Replay Data** 347 KB or more
- M **Master League Player Team Data** 80 KB or more



Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. With the exception of the options file, you can select the Save (Load) option from the menu to go to the Save (Load) Screen. Select the data you wish to load or the place where you wish to save the data with the directional button, and press the ✕ button to confirm.

You can only save data to an empty slot or a slot containing the same kind of data. If you wish to save to a slot that contains different kind of data, you must first switch to the delete mode to remove the old data before saving the new. Press the ■ button to switch between the save and delete modes, and the △ button to return to the previous screen.

MEMORY CARD slot 1 is the default slot when the game is launched, but you can change to a different MEMORY CARD slot when you load and save your data.

Note: You can only save one option file to a single memory card (8MB)(for PlayStation®2). For other data, you can create up to 35 slots.

Save

Saving to a memory card (8MB)(for PlayStation®2)

Option File

Although it is possible to play the game without the use of an Option File, it contains saved game environment settings, cup data, edited data and other parameters, so saving an Option File to a memory card (8MB)(for PlayStation®2) is recommended. MEMORY CARD slot 1 is used for saving and loading the Option File. The system will automatically attempt to load the Option File when the game is started, so ensure that the memory card (8MB)(for PlayStation®2) that contains the Option File has been inserted into MEMORY CARD slot 1 before turning on the power. The Option File will be automatically loaded. The game will automatically create an Option File if one does not already exist. A warning message will appear if a memory card (8MB)(for PlayStation®2) has not been inserted or the memory card (8MB)(for PlayStation®2) inserted does not contain sufficient available space. In this event, follow the on-screen instructions. Also, note that a minimum of 1296KB of available space is required on the memory card (8MB)(for PlayStation®2) in order to save the option file. Once the Option File has been loaded/saved, any changes made during the game will automatically be saved to the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. The Option File Auto Save function can be turned ON/OFF by selecting Option File Auto Save Settings on the Game Options Screen.

Auto Save

In order to autosave League Data, Cup Data, and Master League Data, first make a manual save to activate the autosave. The game includes two auto-save options: Option File Auto Save and Game Data Auto Save (League Data, Cup Data, and Master League Data, Challenge Training Data, Original Dribble Challenge Data). Note that different data is saved in each of these cases. Option File Auto Save can be turned ON/OFF from the Game Options screen or with the Option File Settings in Edit Mode. Game Data Auto Save can be turned ON/OFF from each game menu.

Copy Saved Data

It is possible to copy data saved in locations 1 to 35 on the memory card (8MB)(for PlayStation®2) to another location, as long as that location is either empty or contains the same type of data. To save data over a different type of data, the unwanted data must first be deleted in Delete Mode before saving the new data. Location 36 on the memory card (8MB)(for PlayStation®2) is used for the Option File and cannot be copied.

Delete Saved Data

Delete data saved in locations 1 to 36 on the memory card (8MB)(for PlayStation®2). (The Option File can also be deleted.)

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